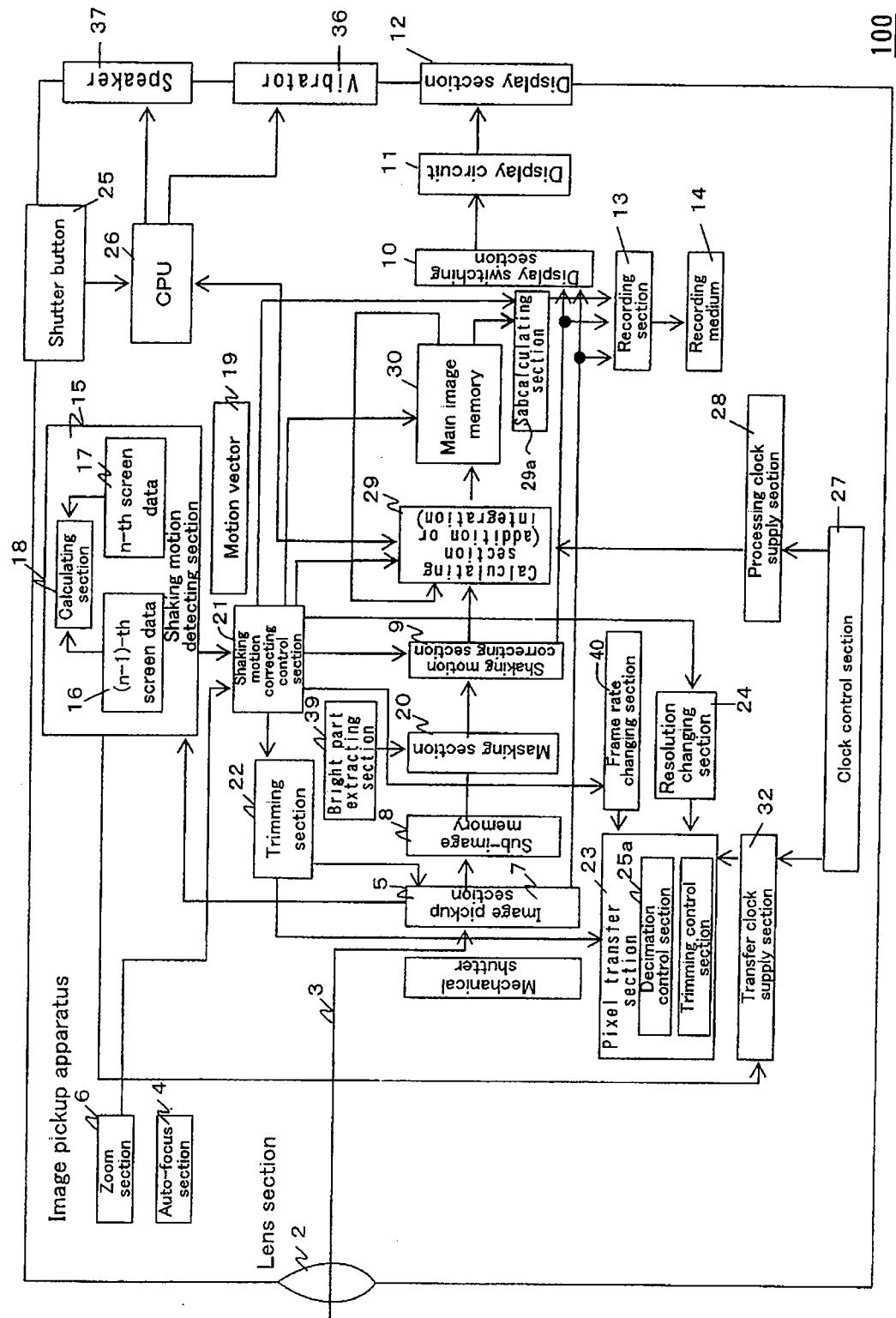
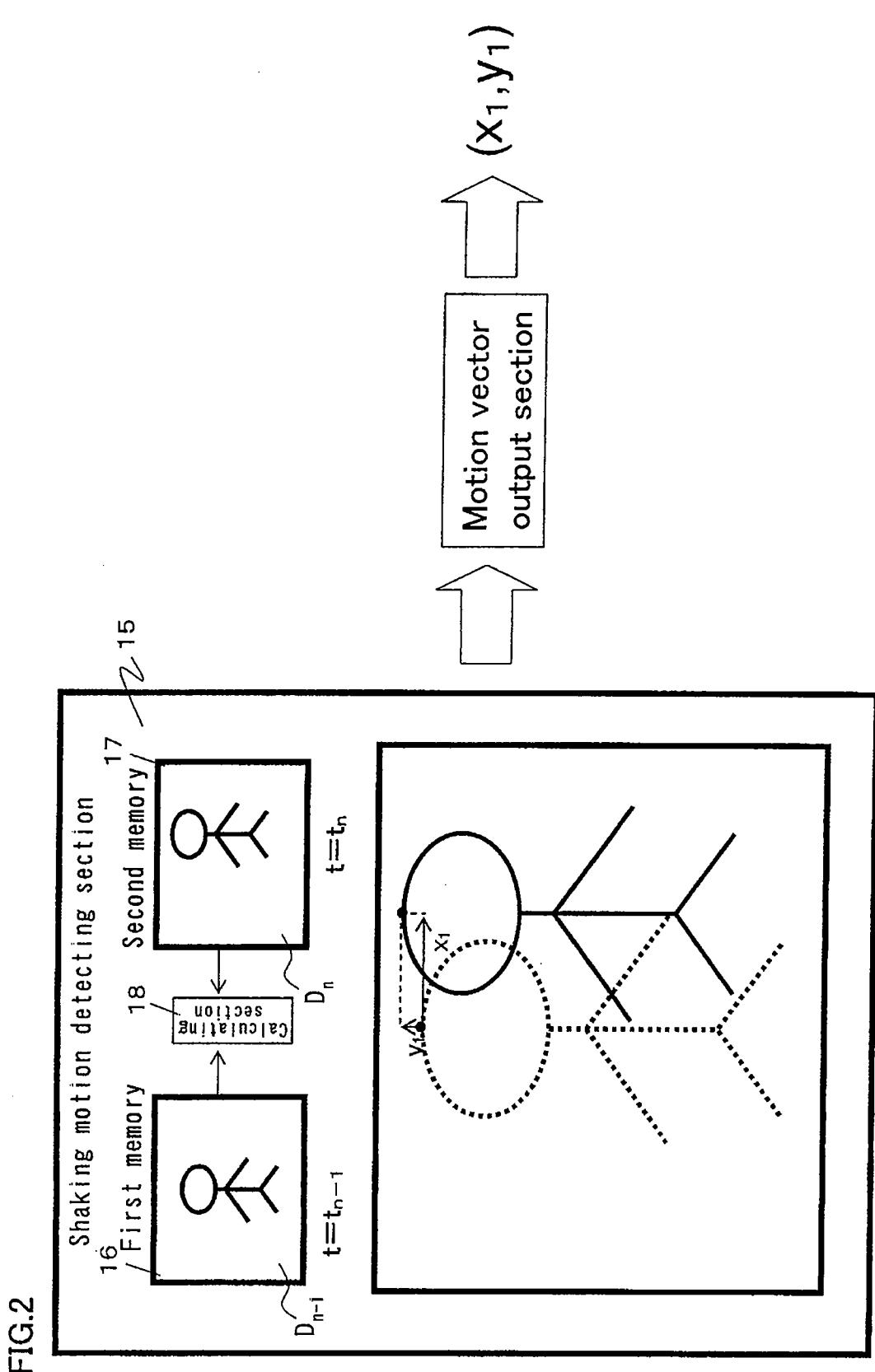


FIG.1





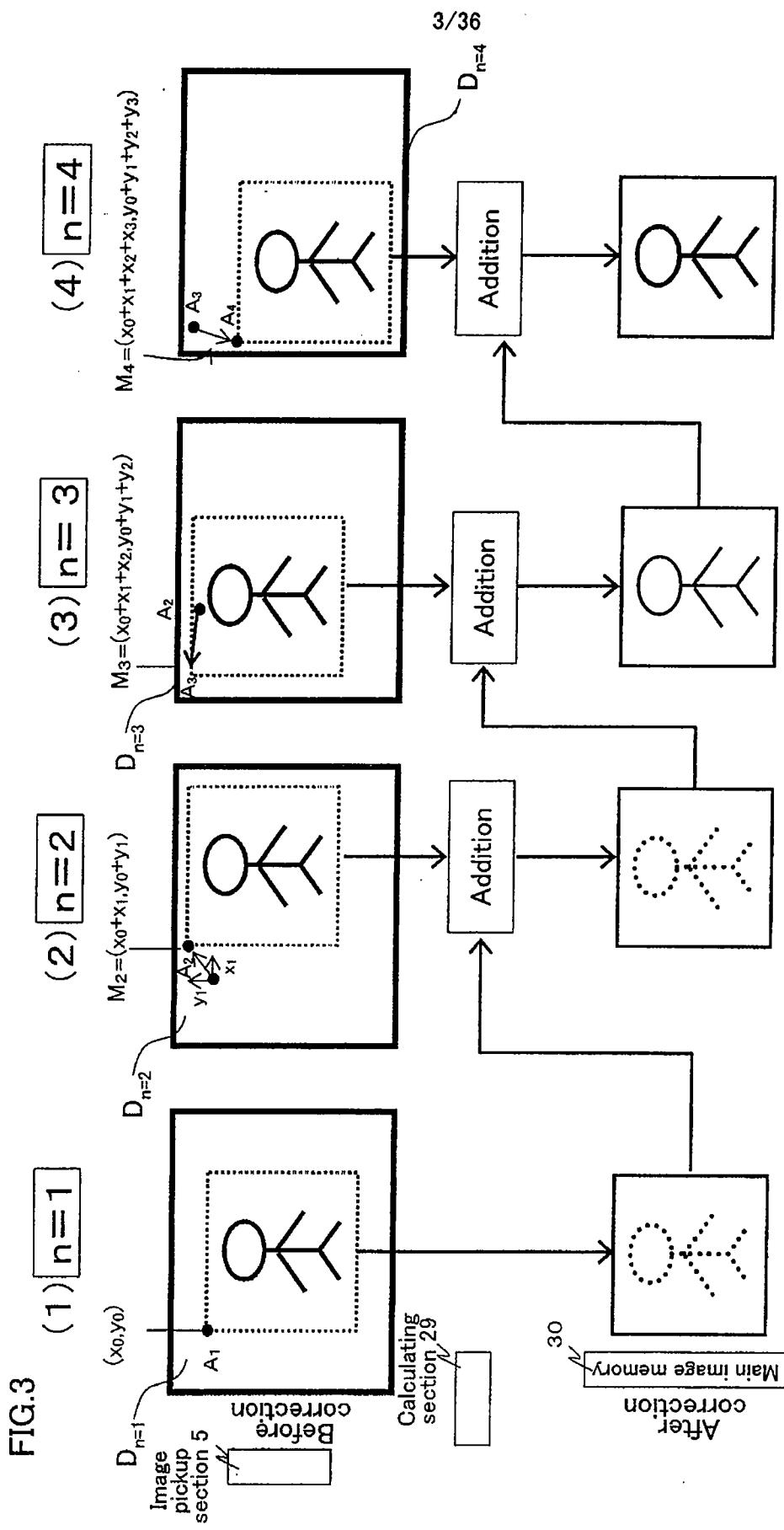


FIG.4

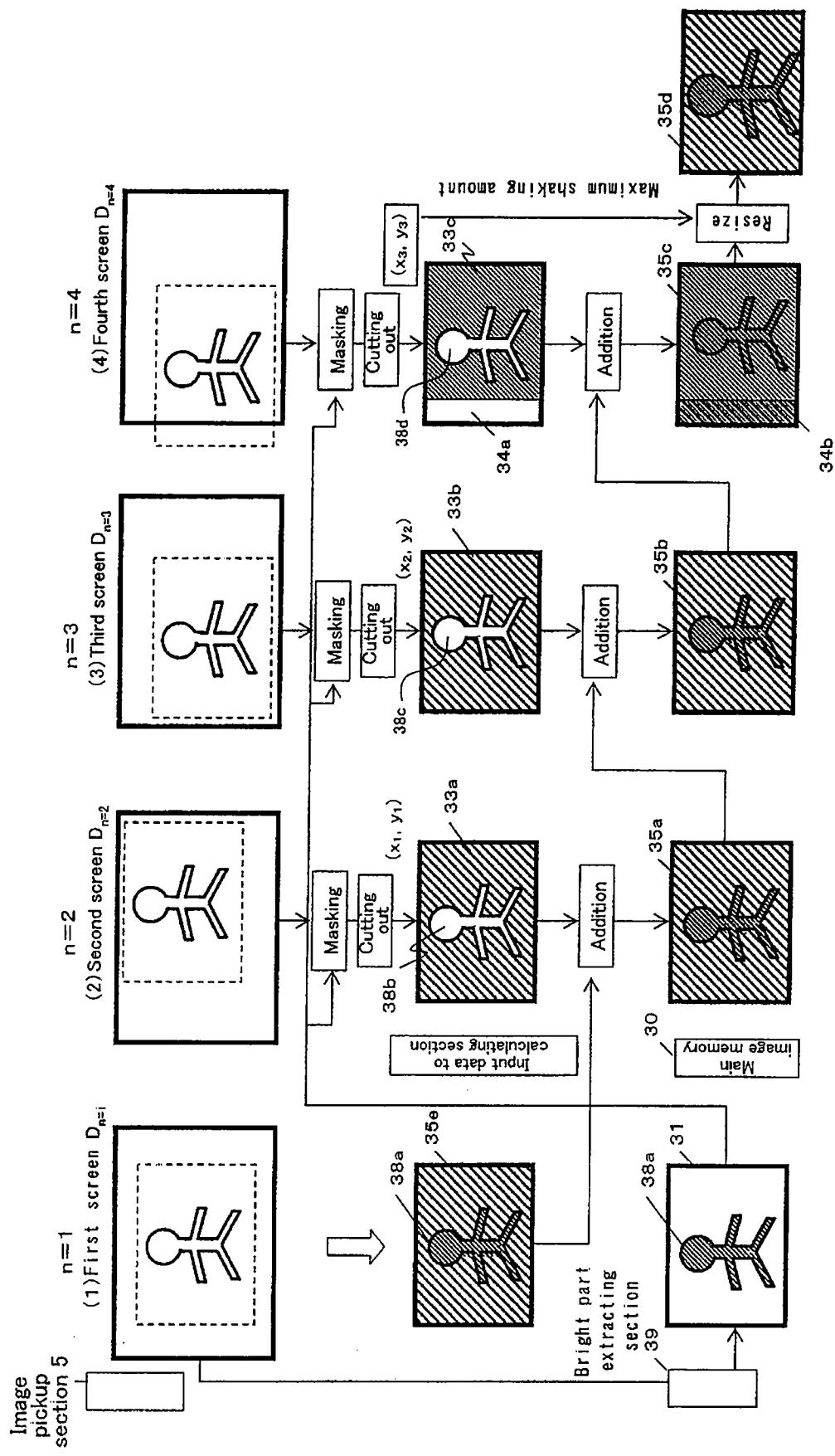


FIG.5

Relationship between the number of pixels and the frame frequency (in case of no division)

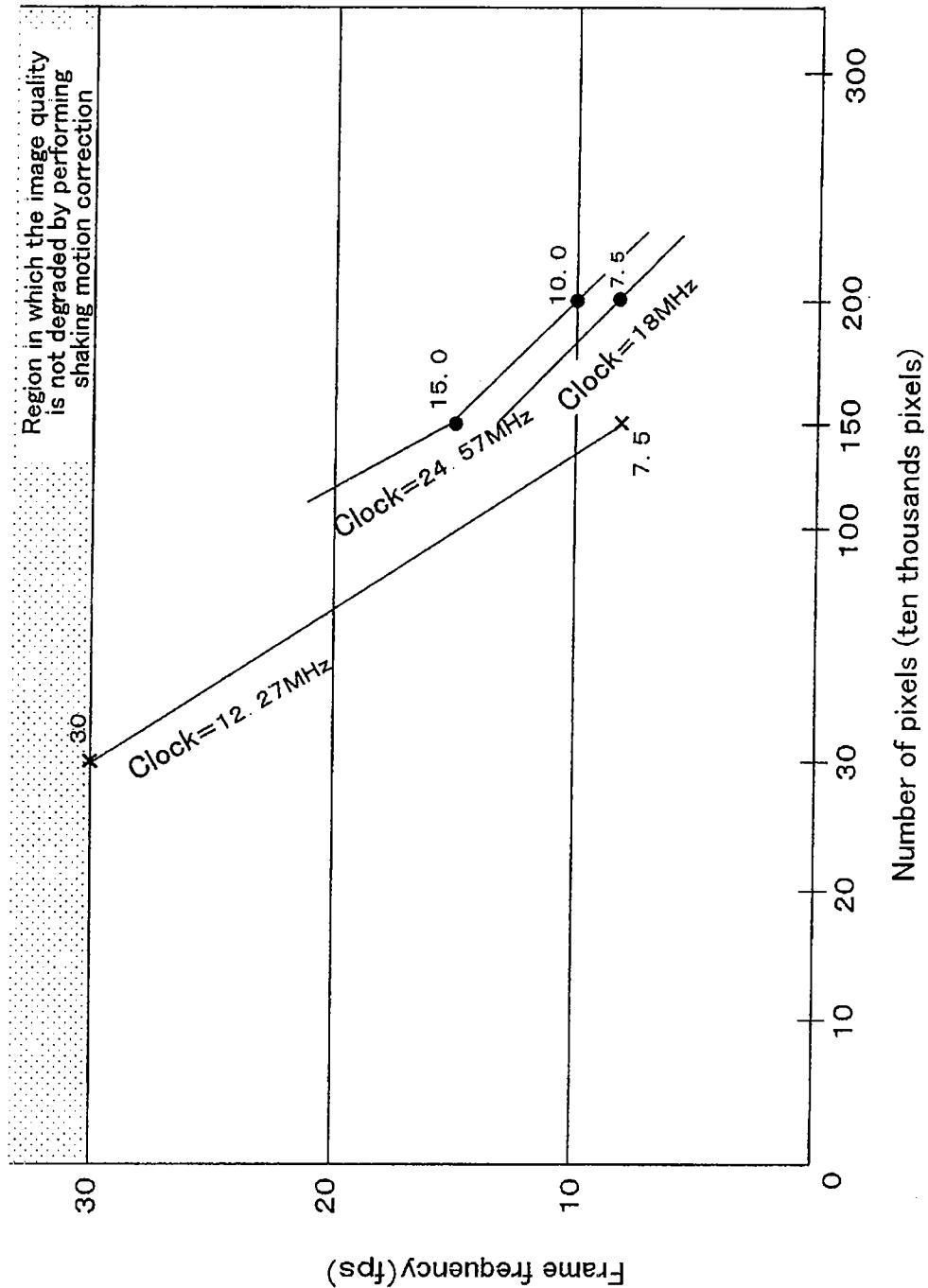


FIG. 6

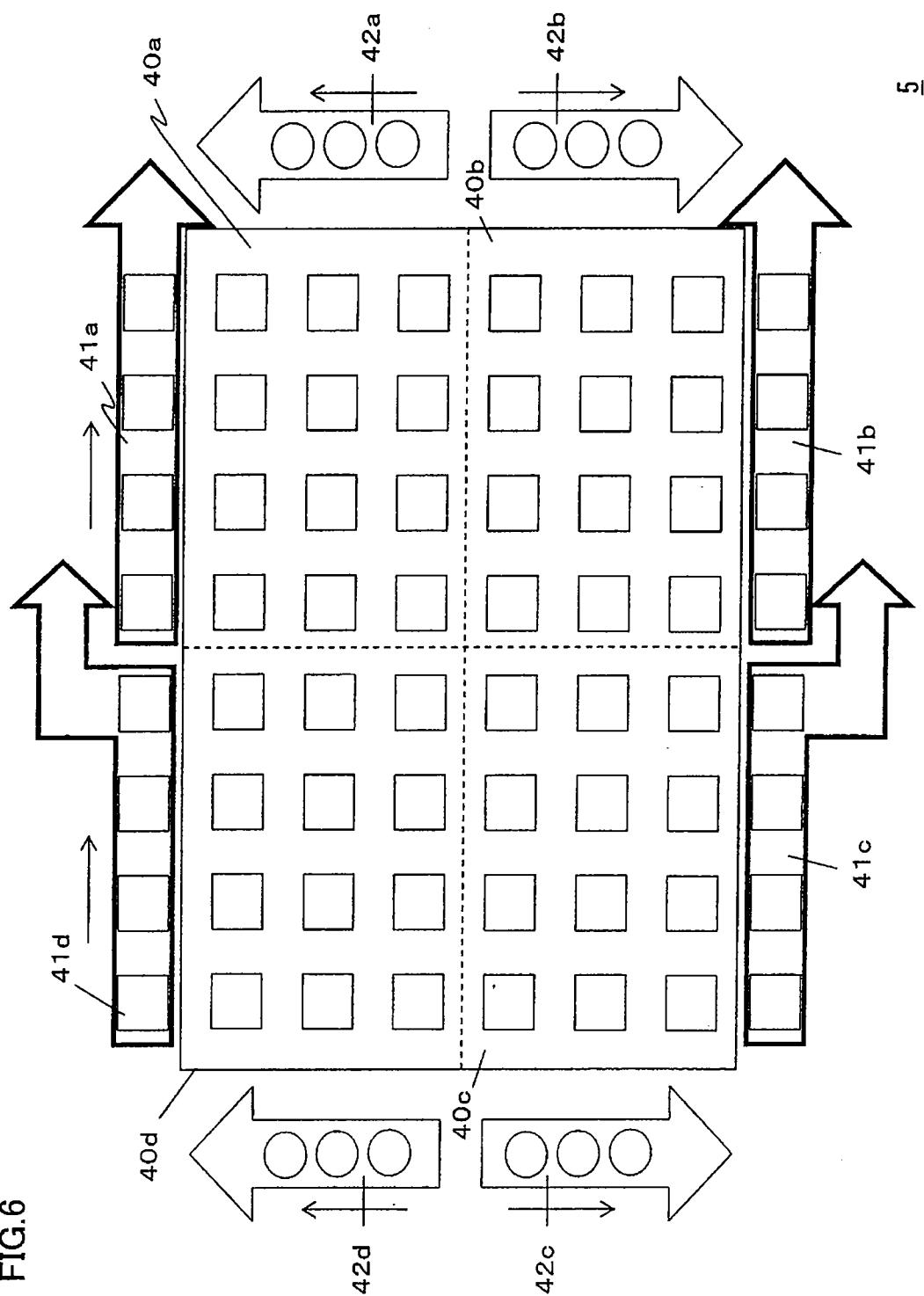


FIG.7

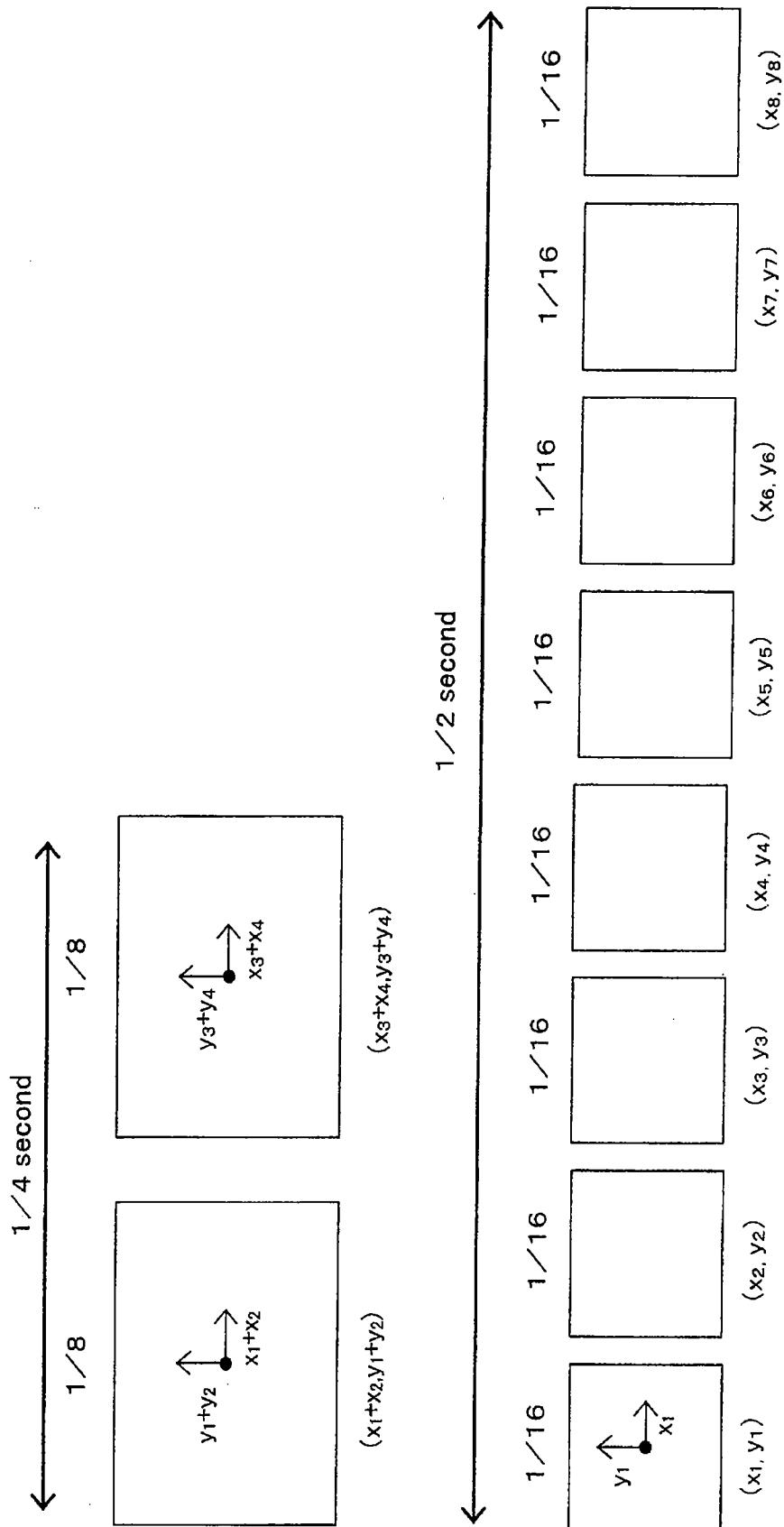


FIG.8

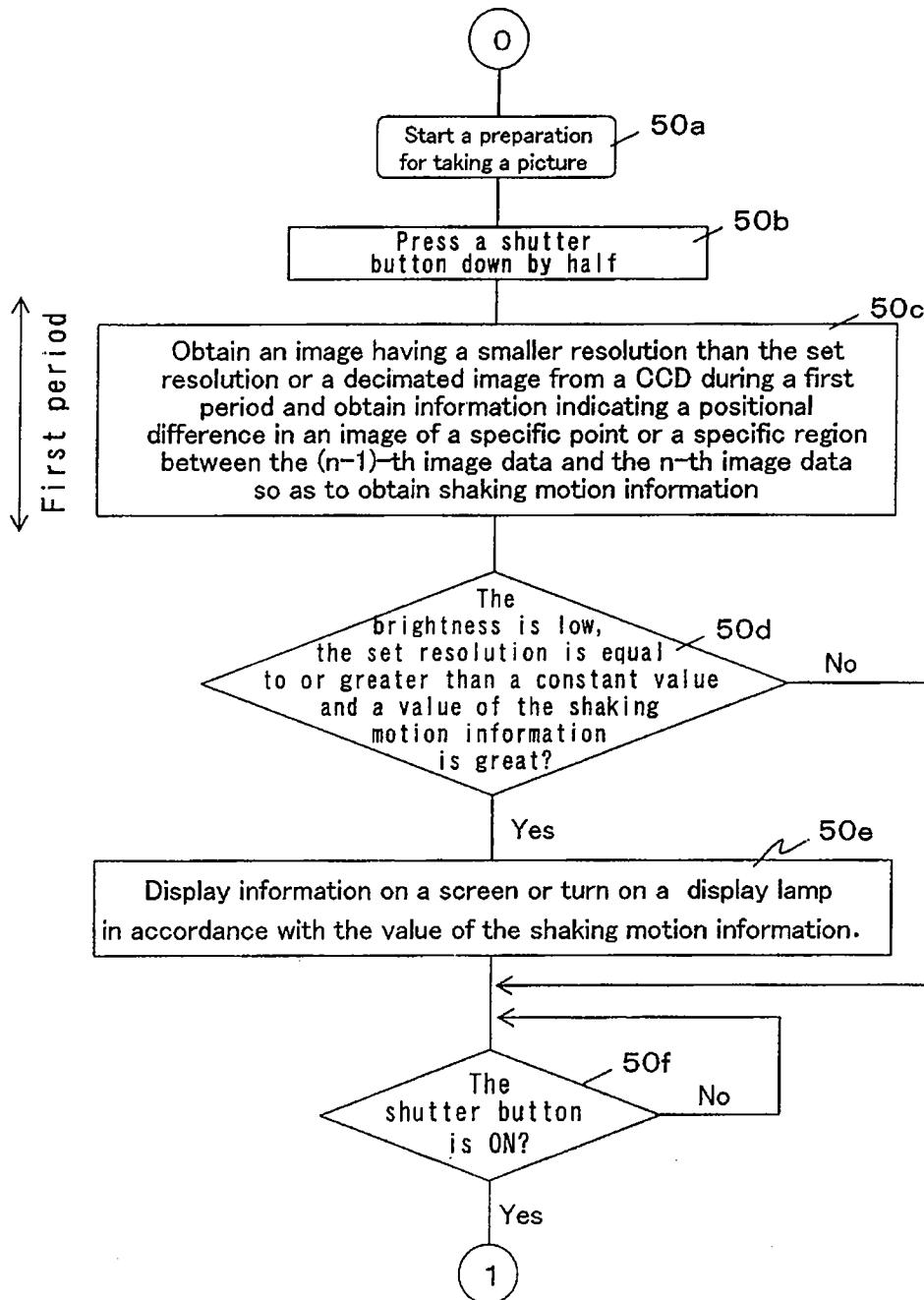


FIG.9

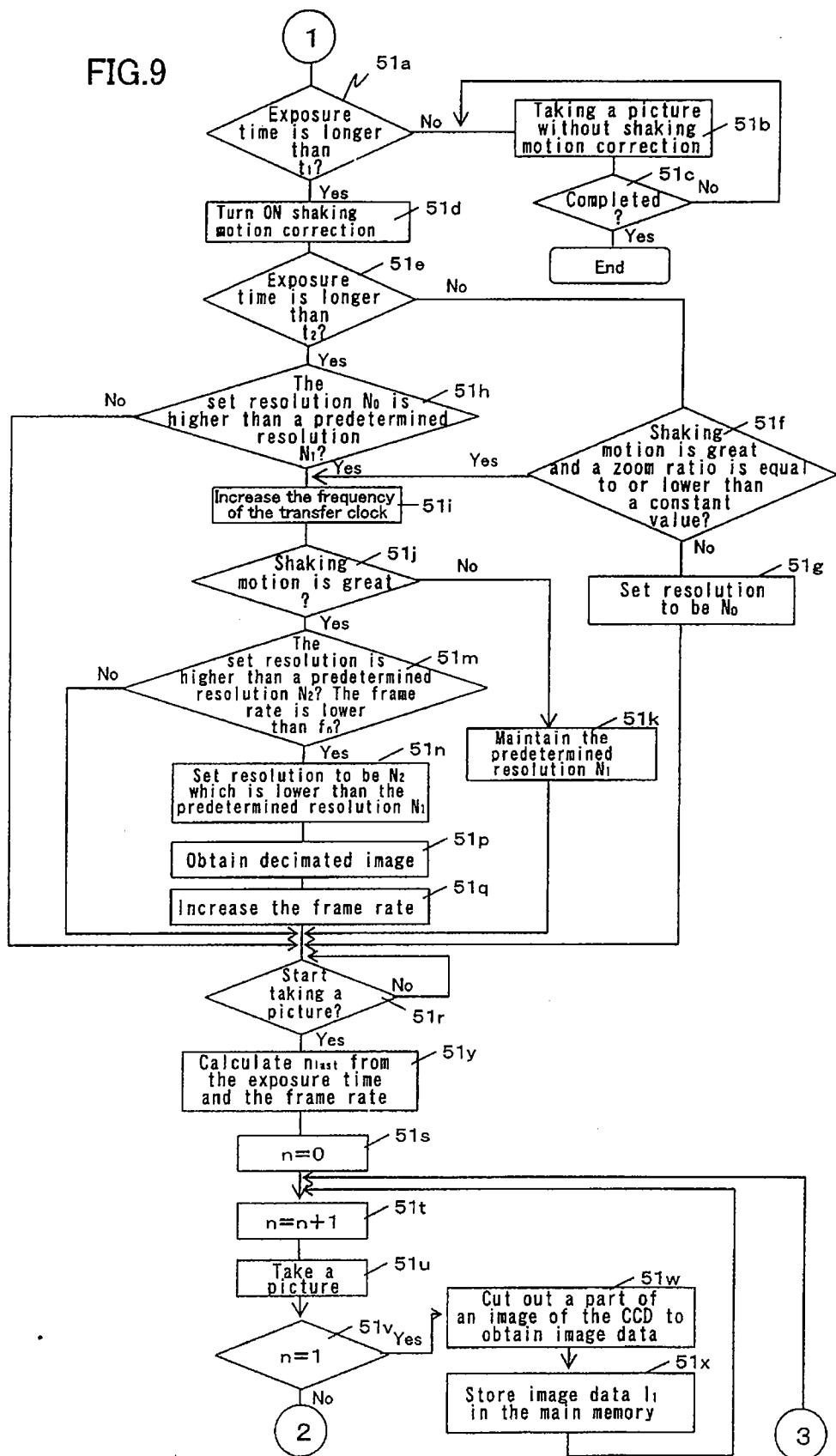


FIG.10

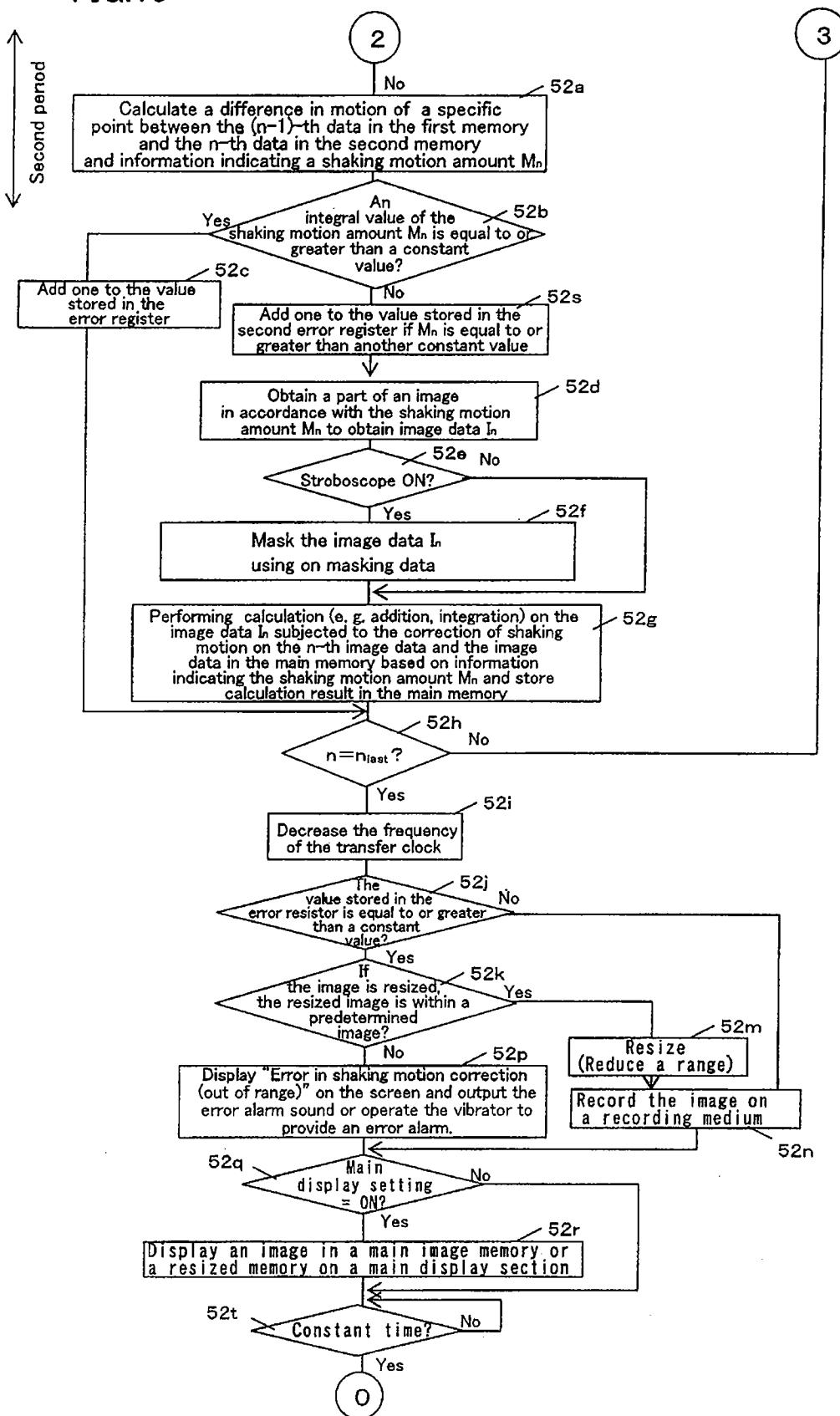


FIG.11

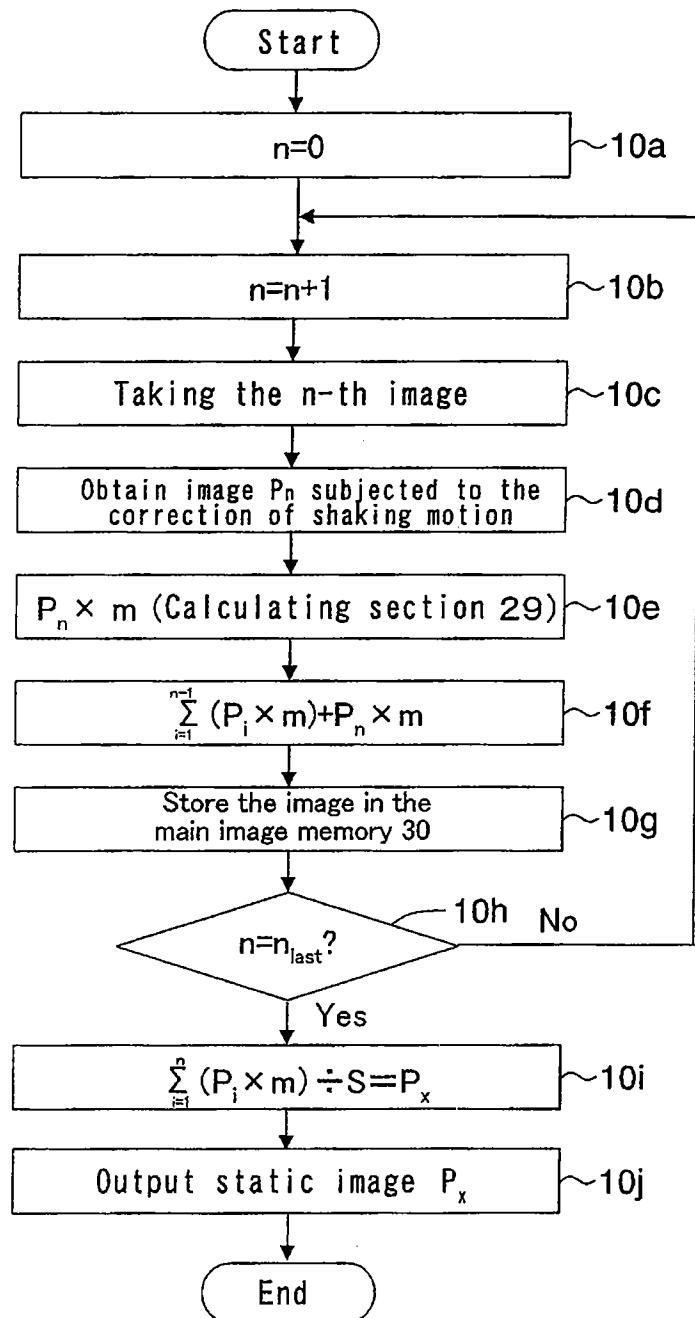


FIG.12

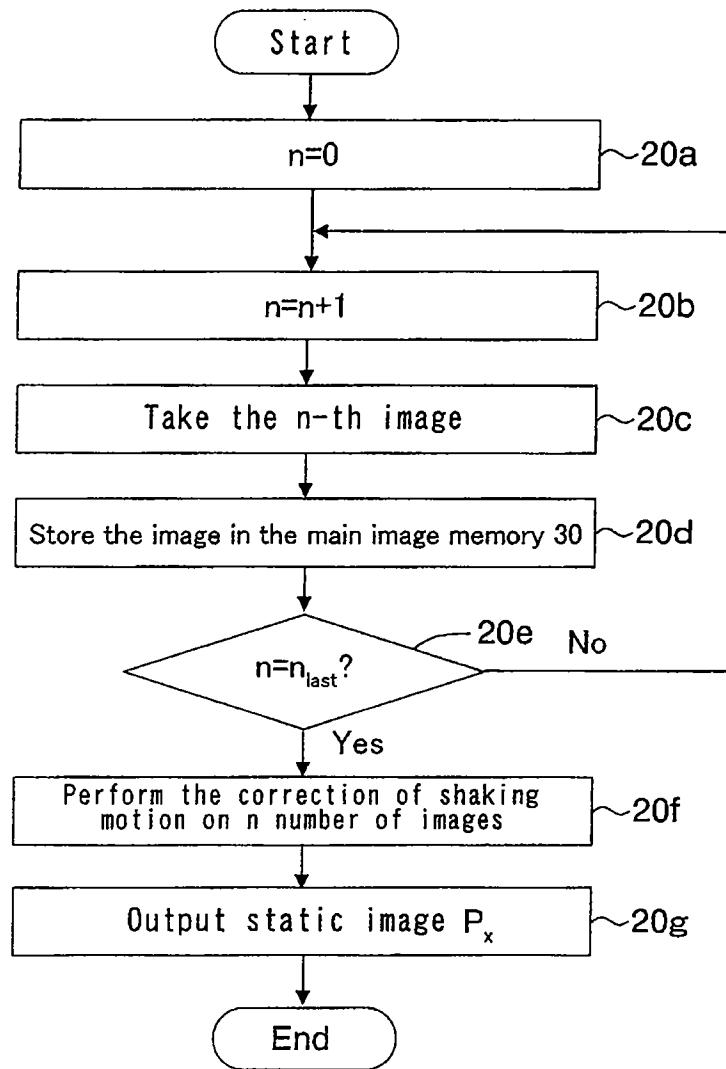


FIG.13

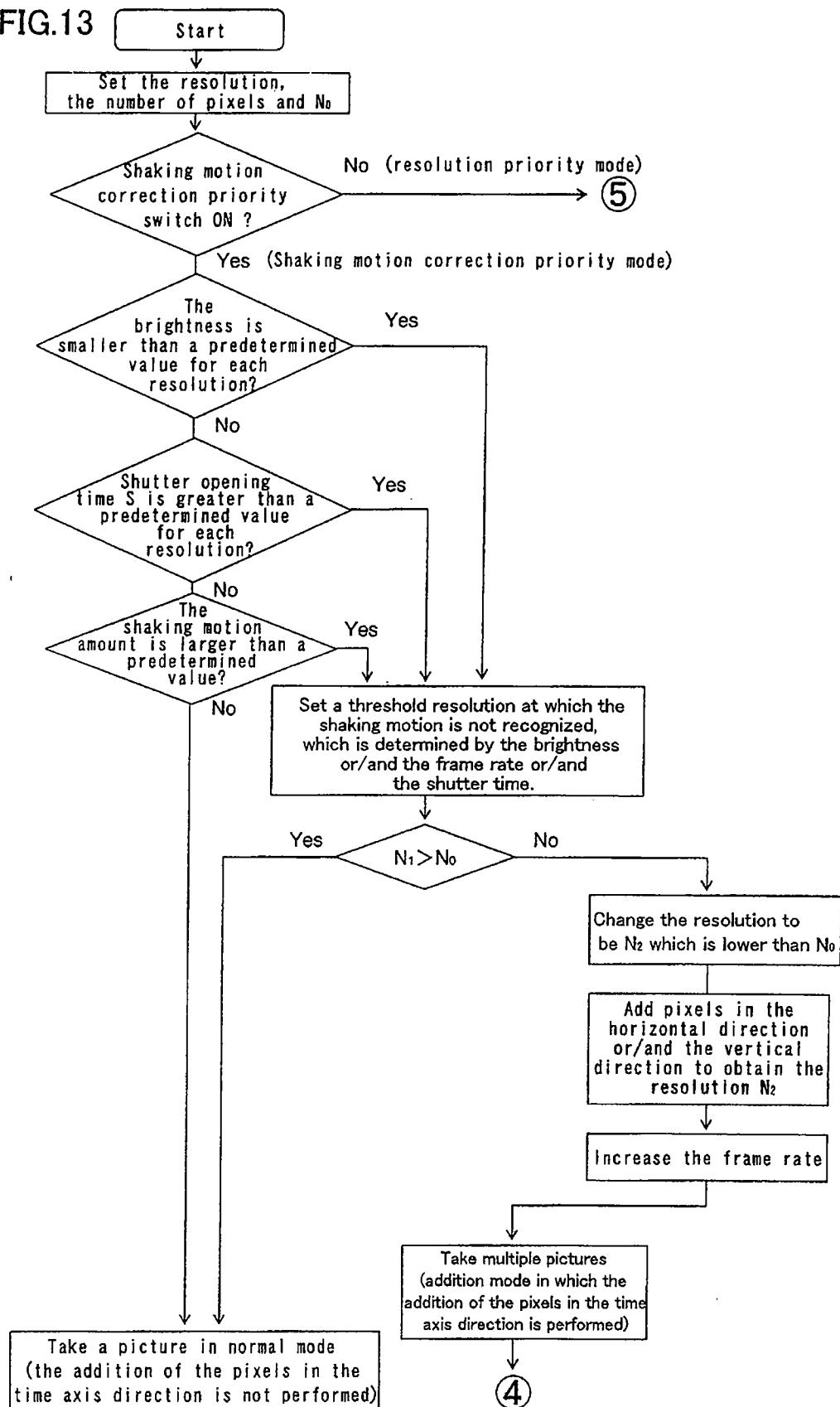
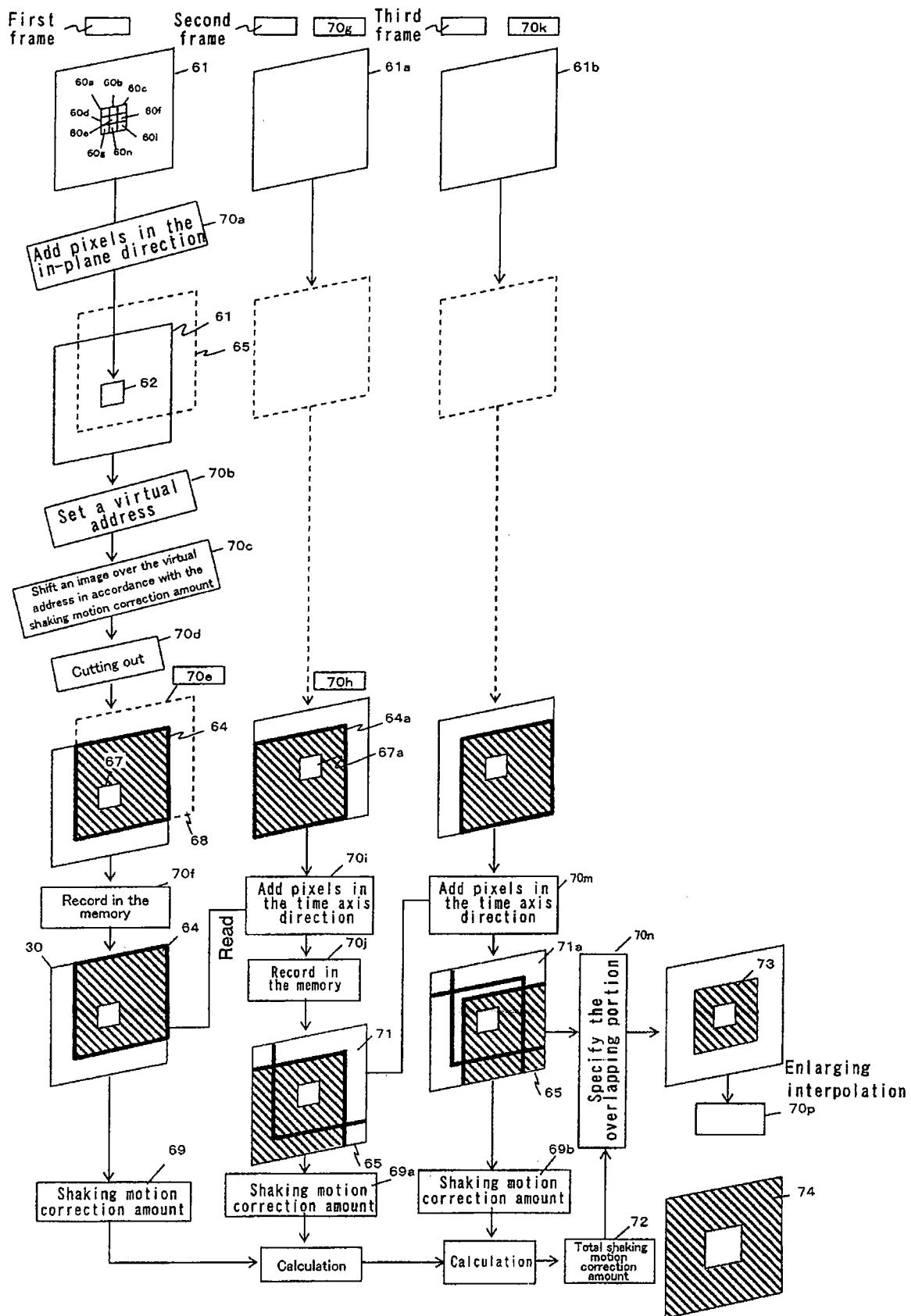


FIG.14



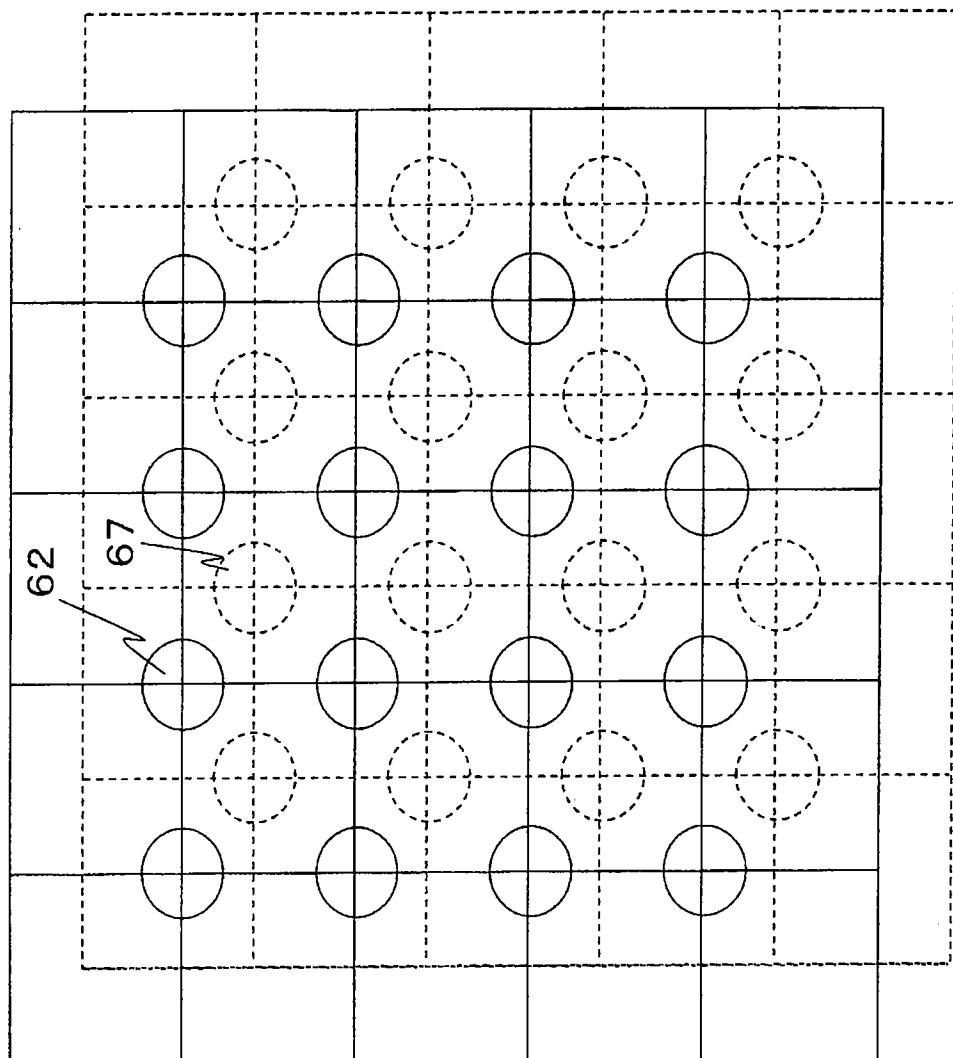
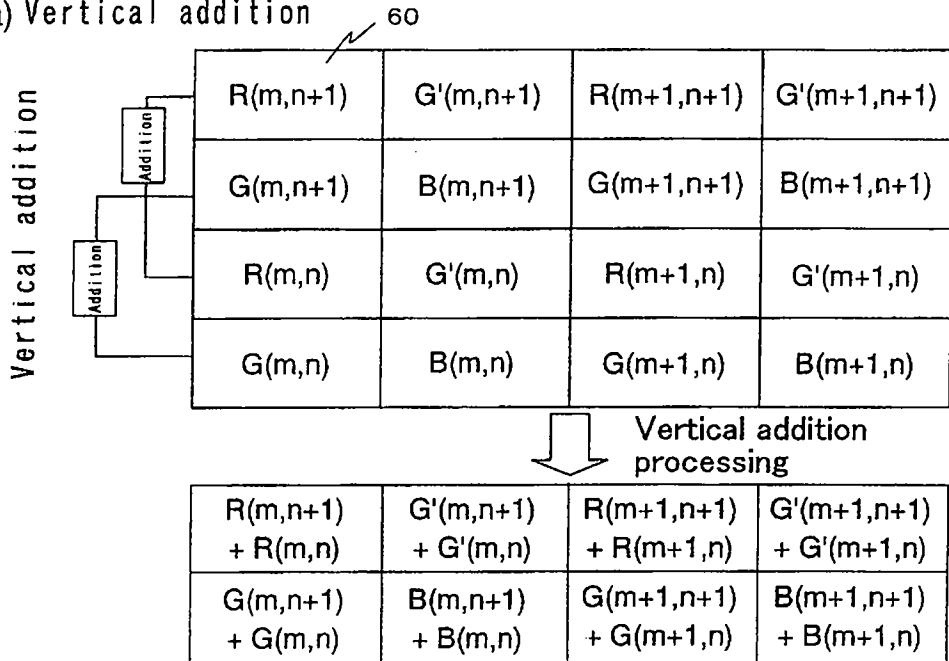


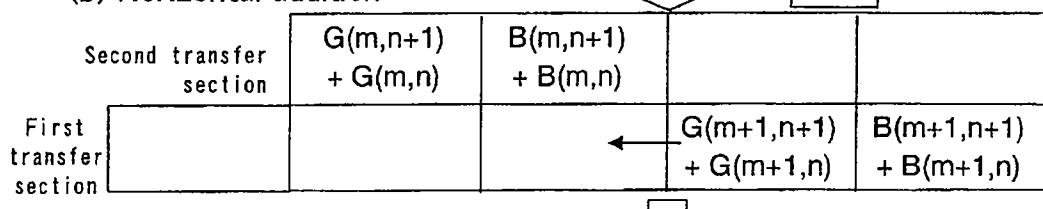
FIG.15

FIG.16

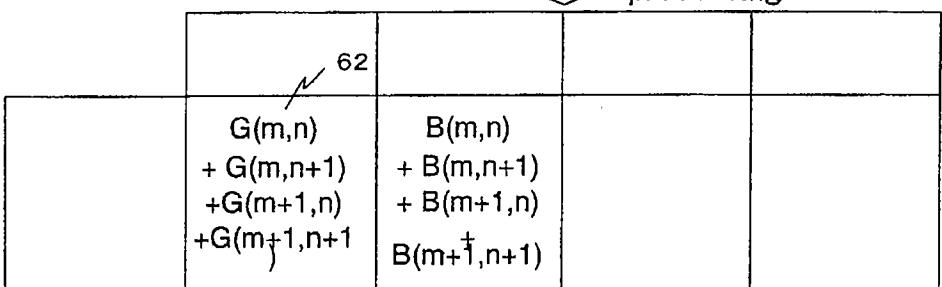
(a) Vertical addition



(b) Horizontal addition



Horizontal addition processing



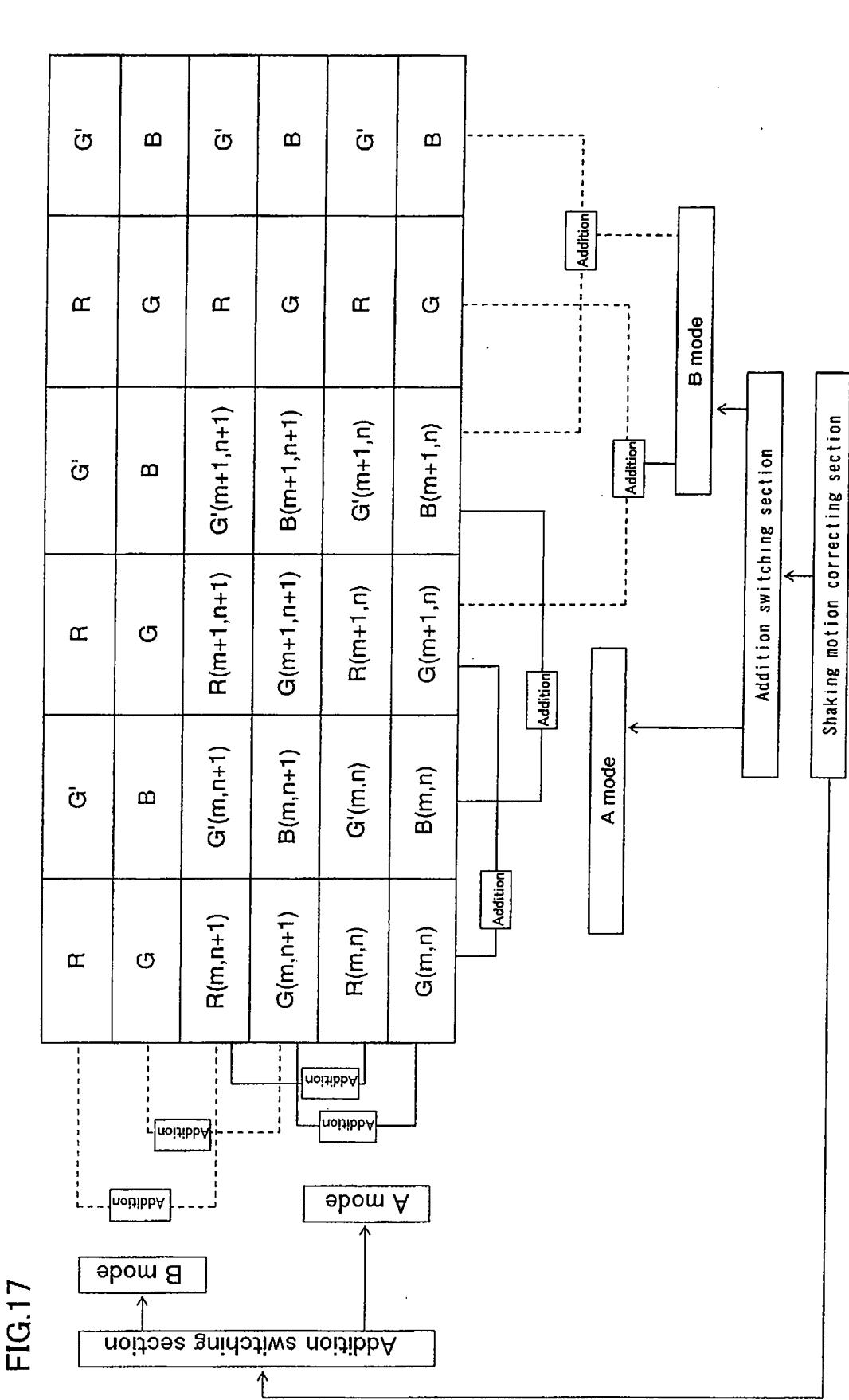
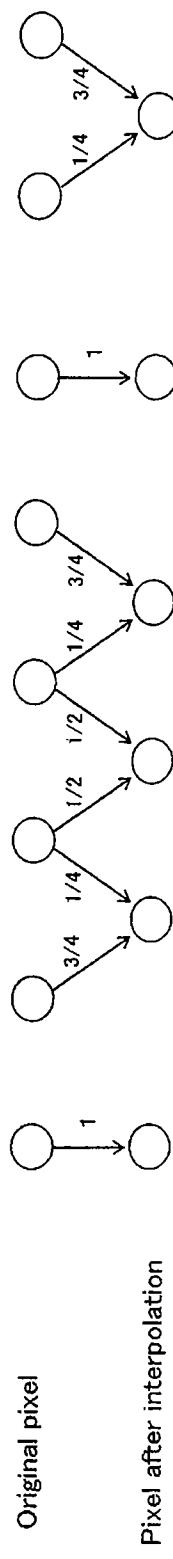
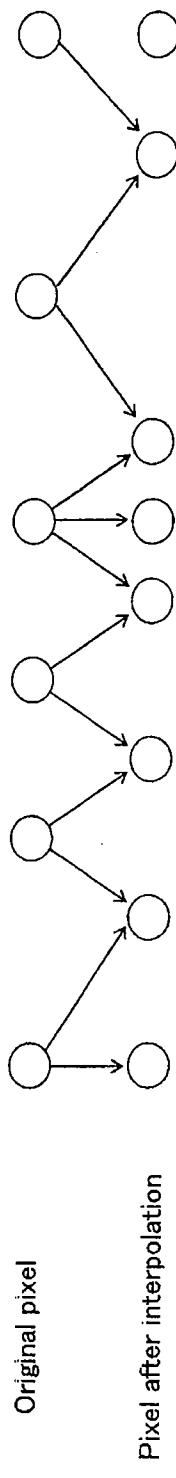


FIG.18
**(a) Principle of interpolation
 (Reduction)**



**(b) Principle of interpolation
 (Enlargement)**



**(c) Shaking motion correction with
 high resolution**

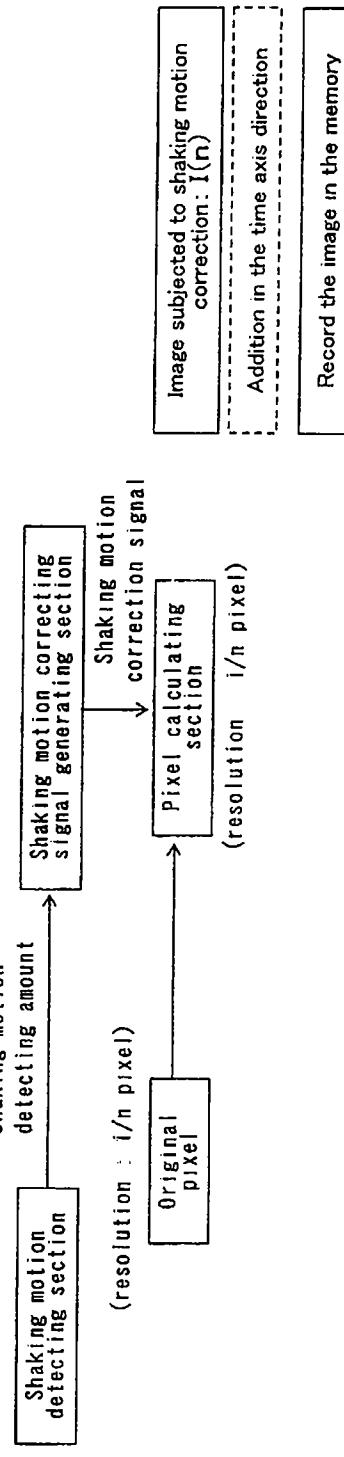


FIG.19

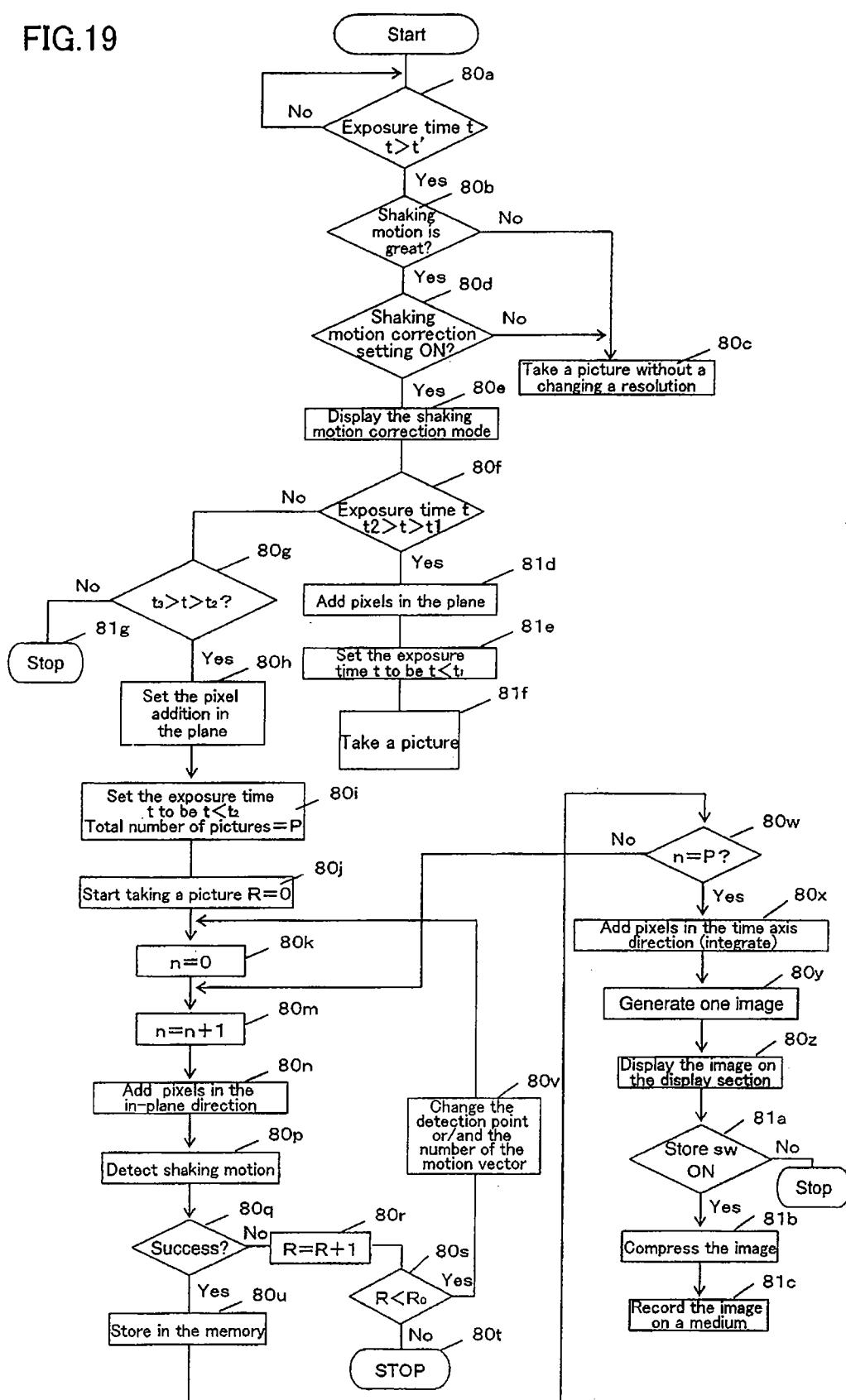
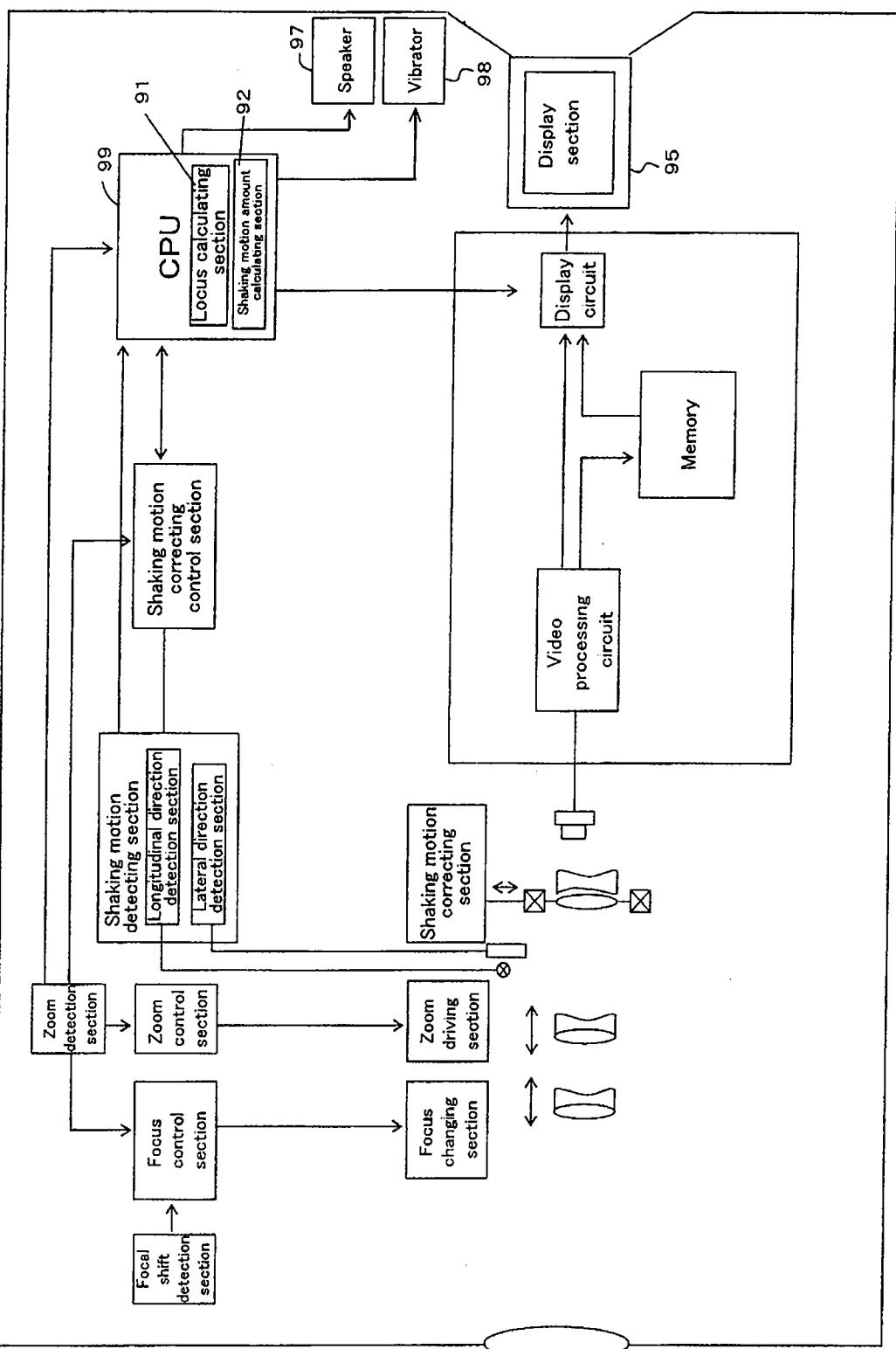
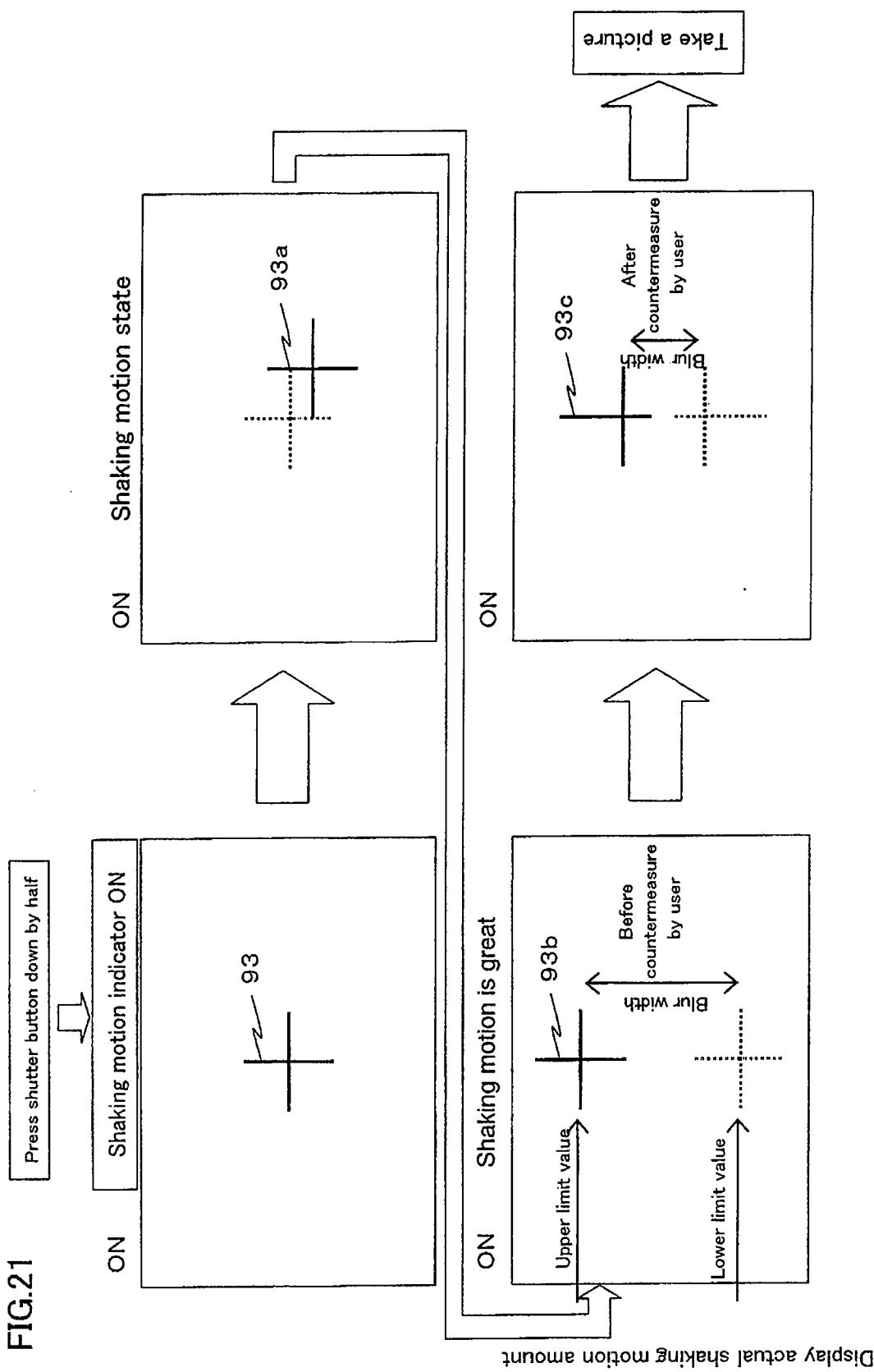


FIG. 20





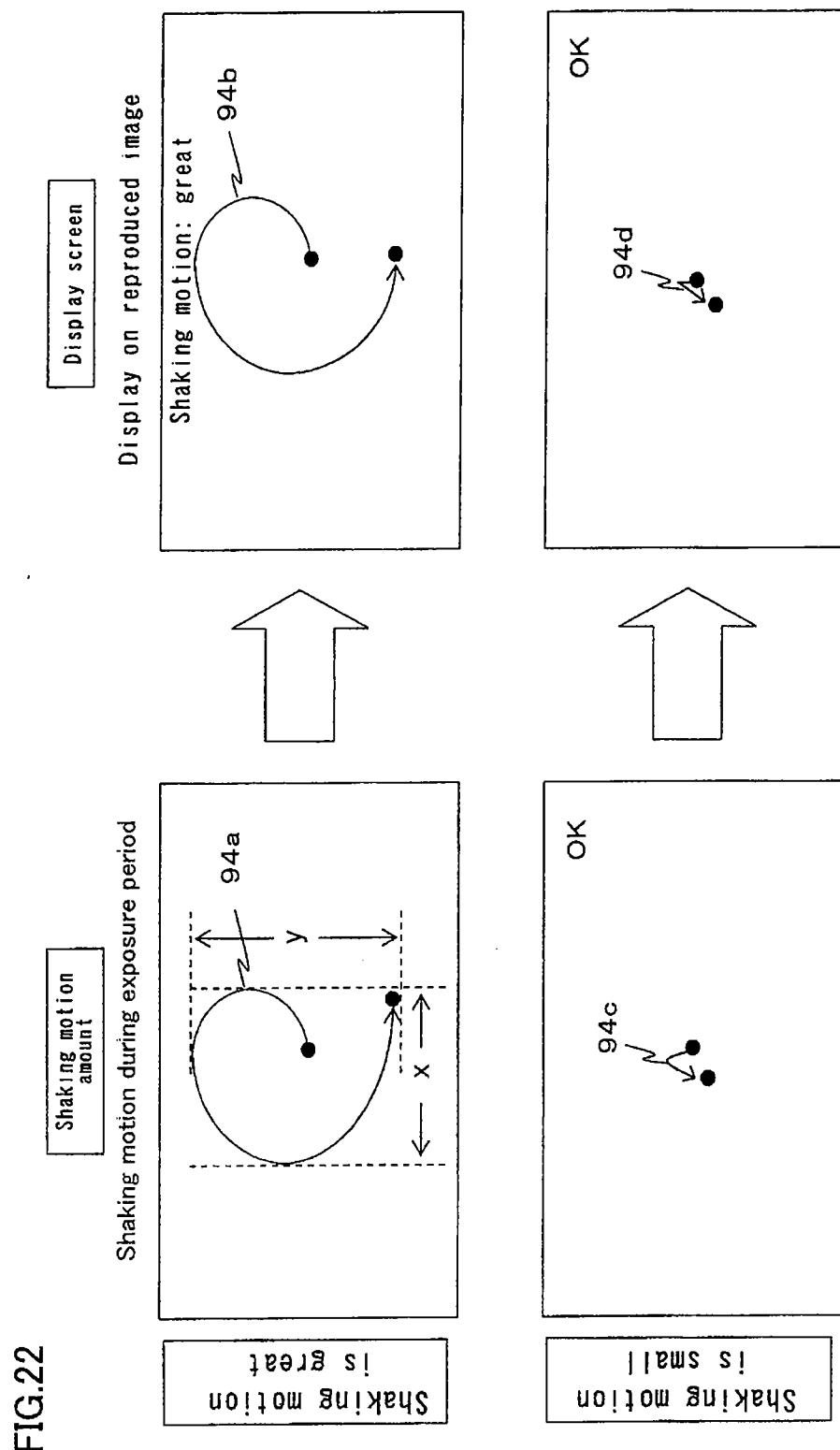
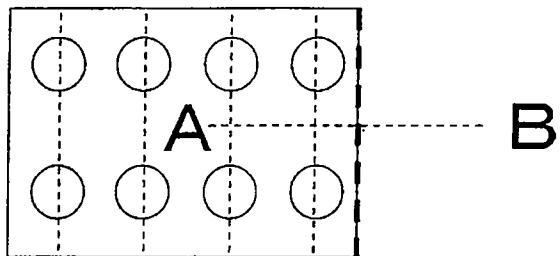


FIG.23

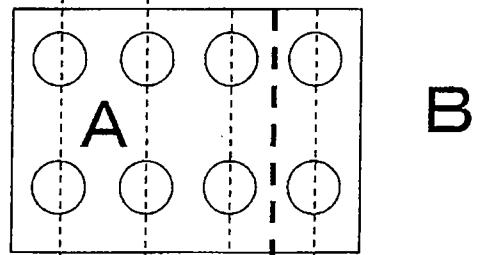
(a)



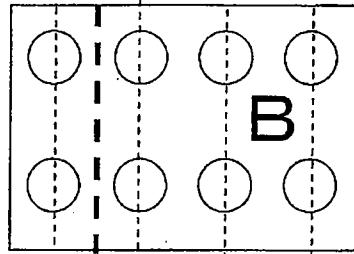
(b)



(c)



(d)



(e)

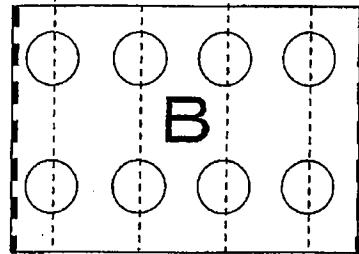
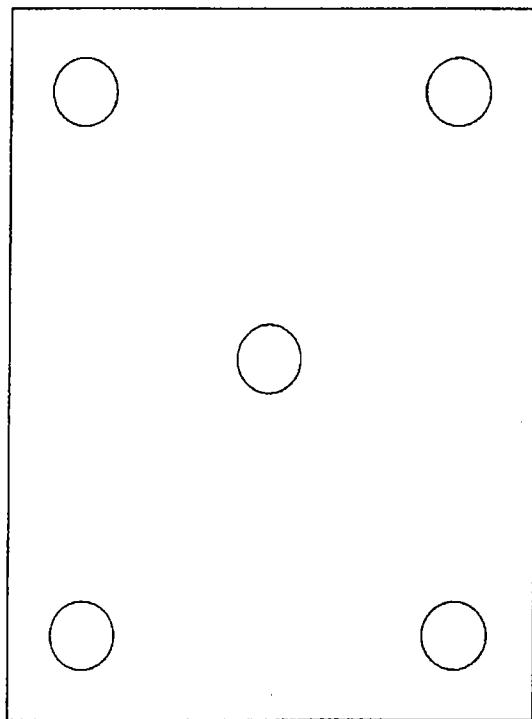
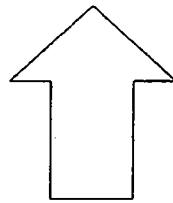
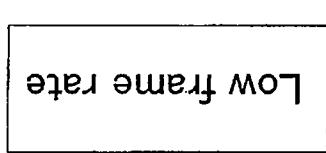


FIG.24

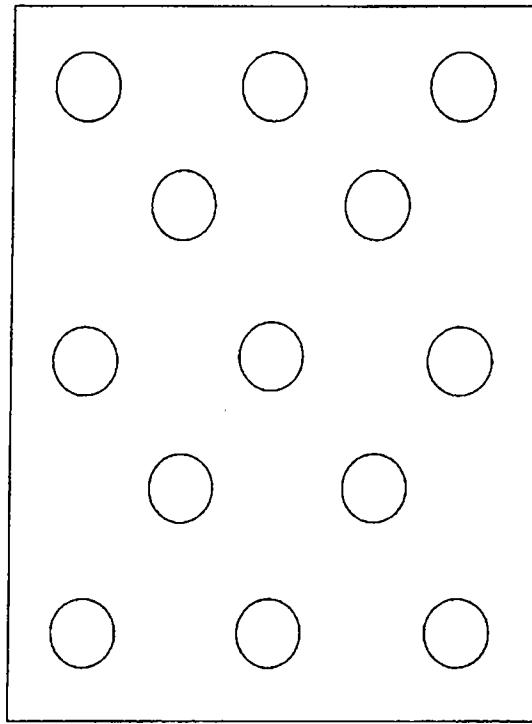
Number of sample points : n



Number of sample points : m



Low frame rate



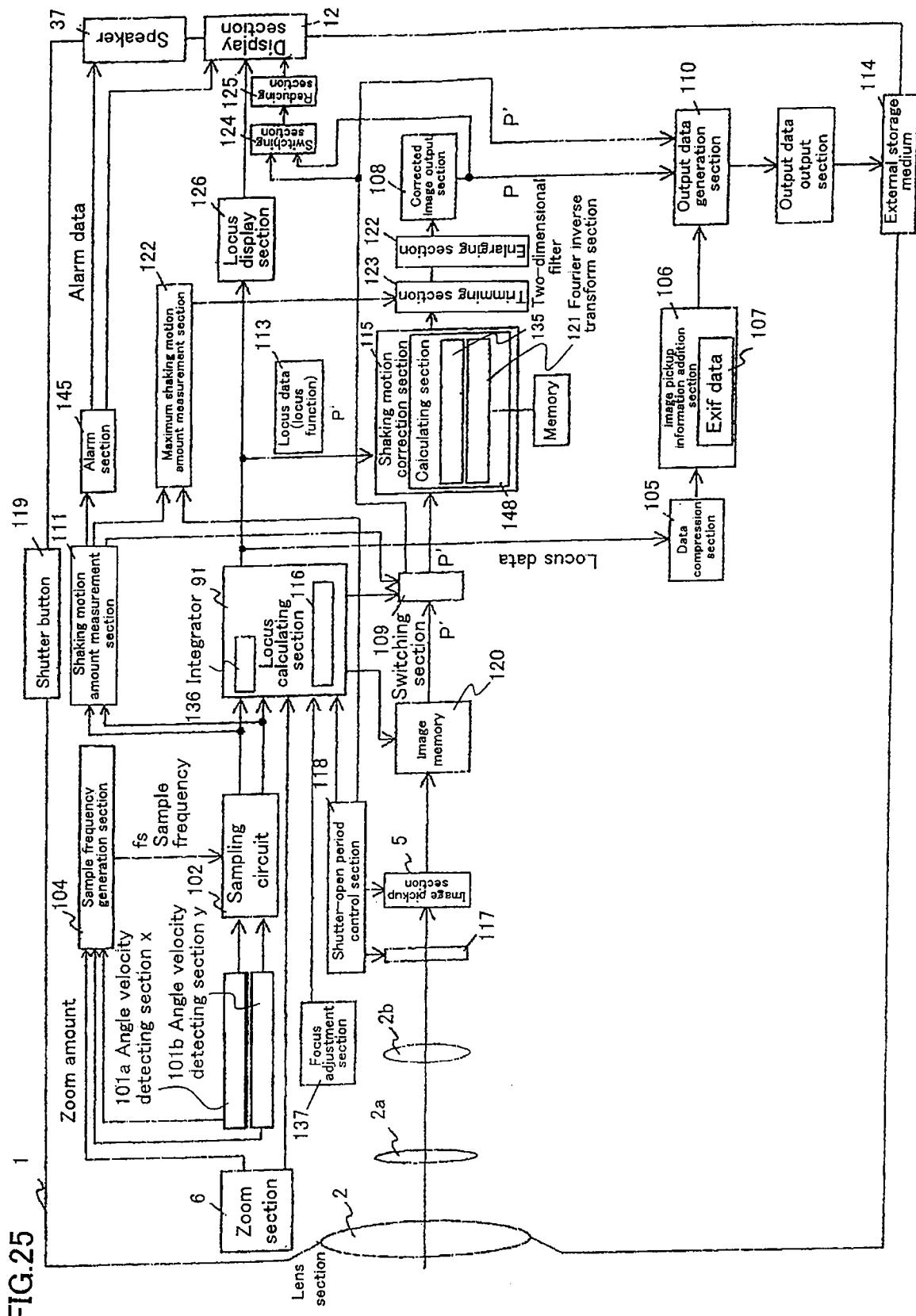


FIG.26

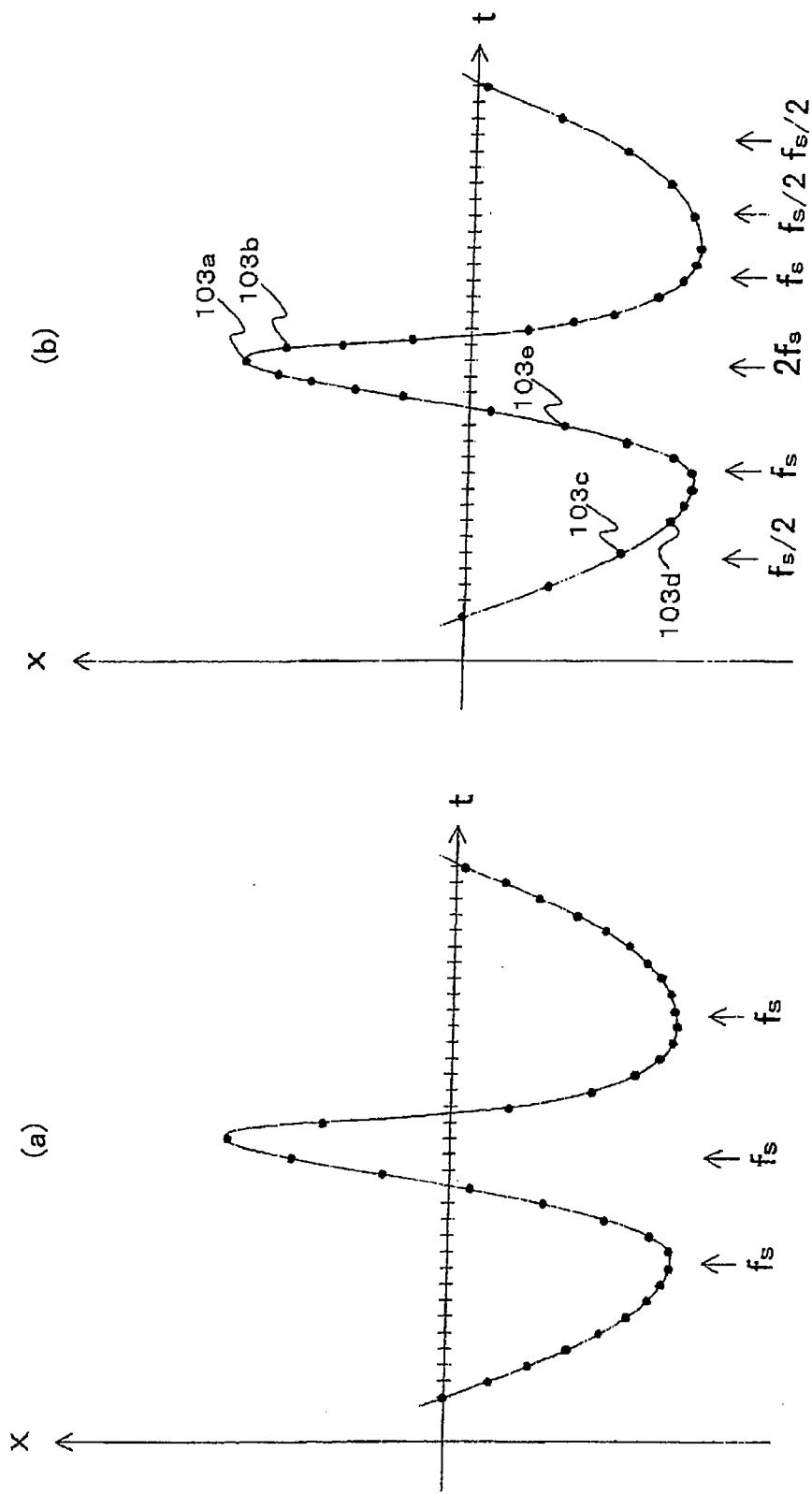


FIG.27

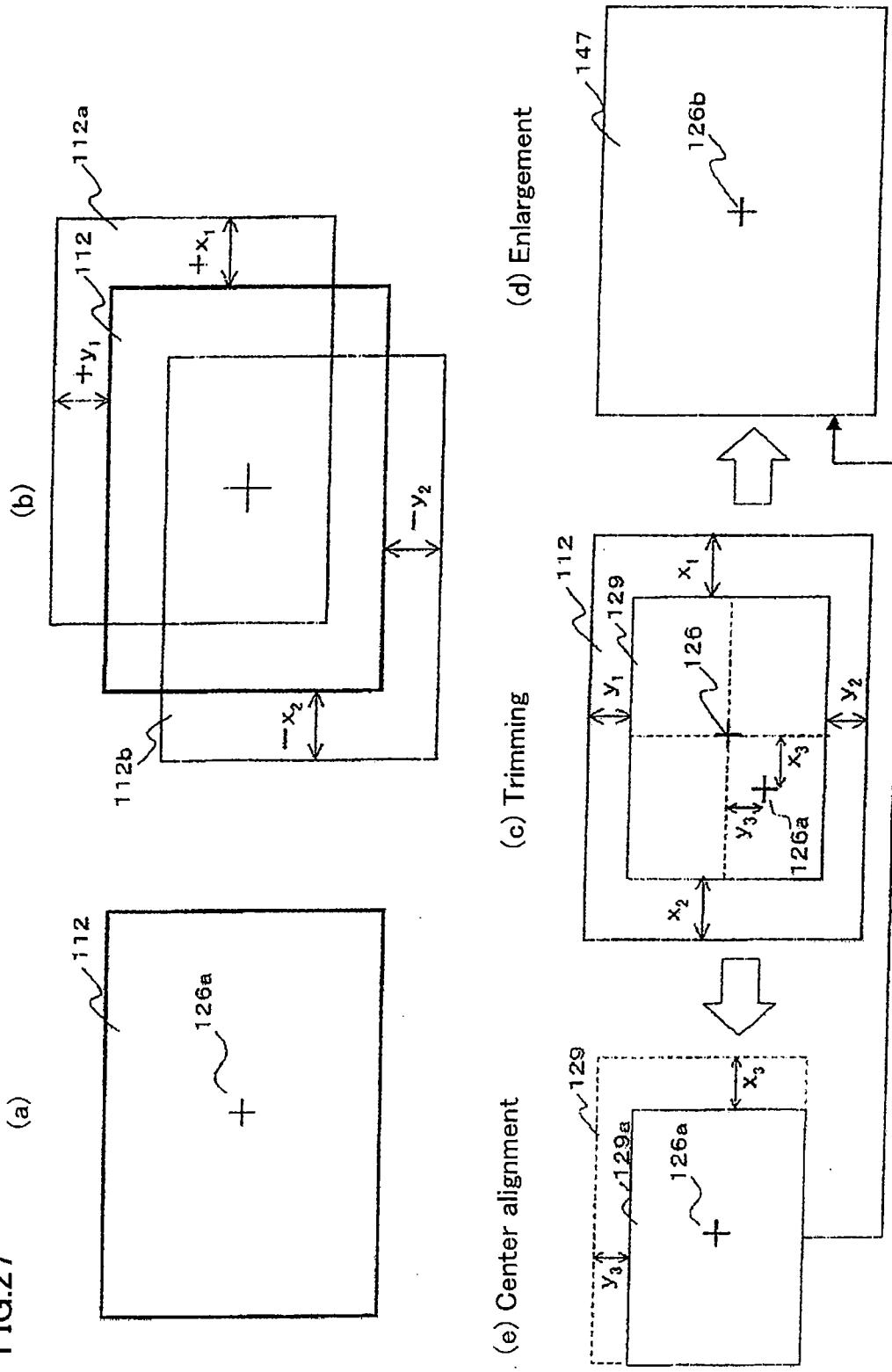


FIG.28

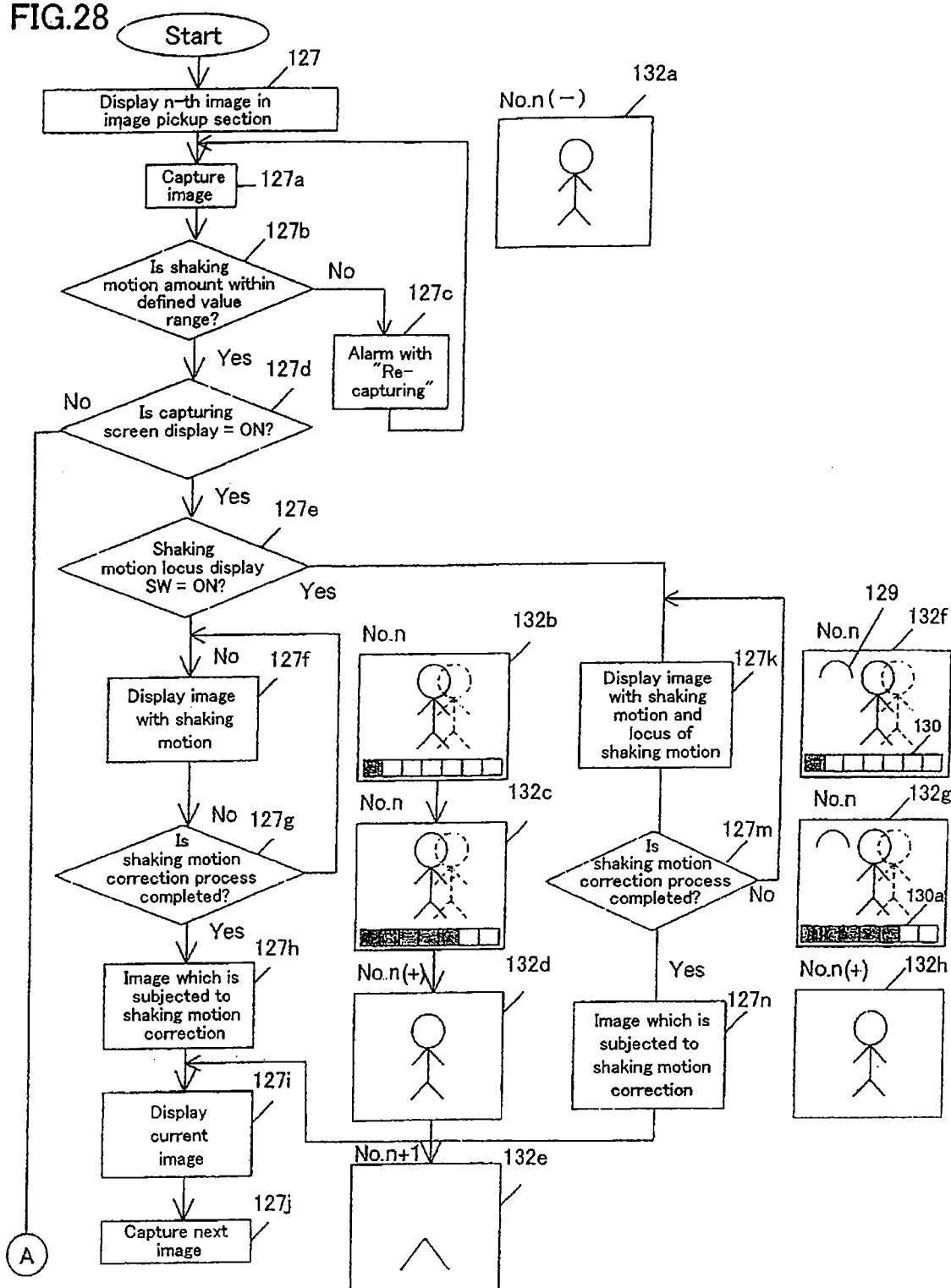


FIG.29

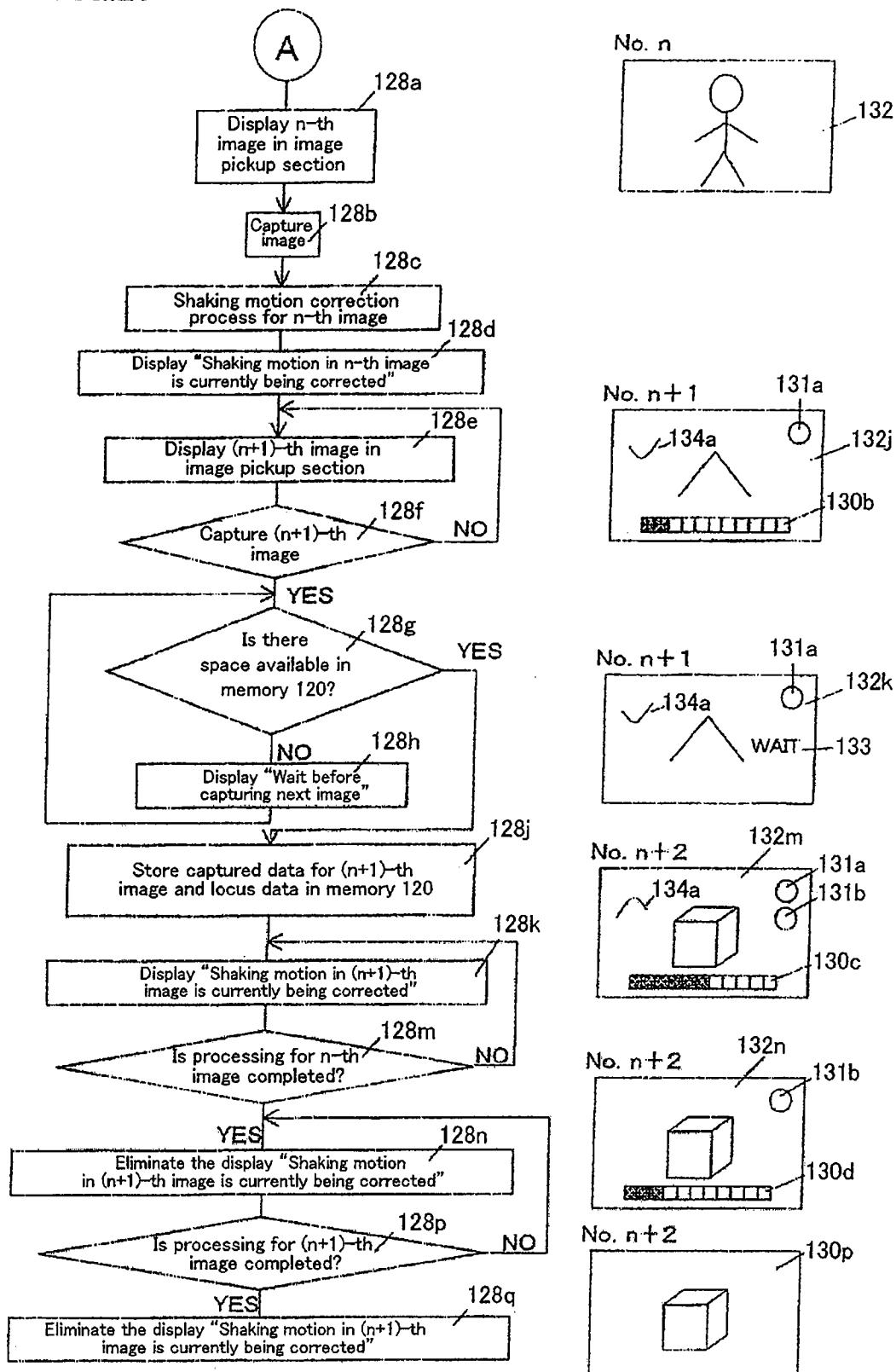
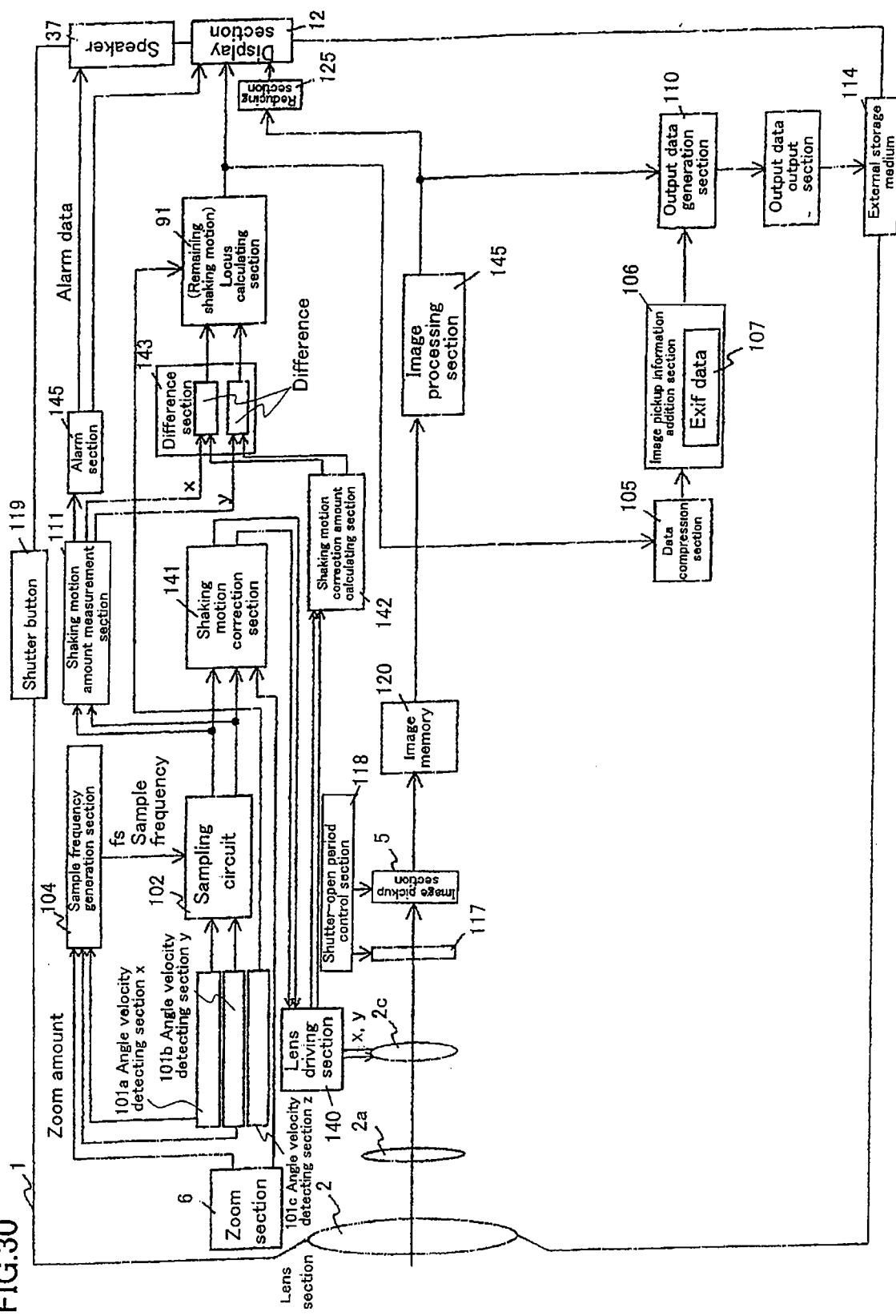


FIG.30



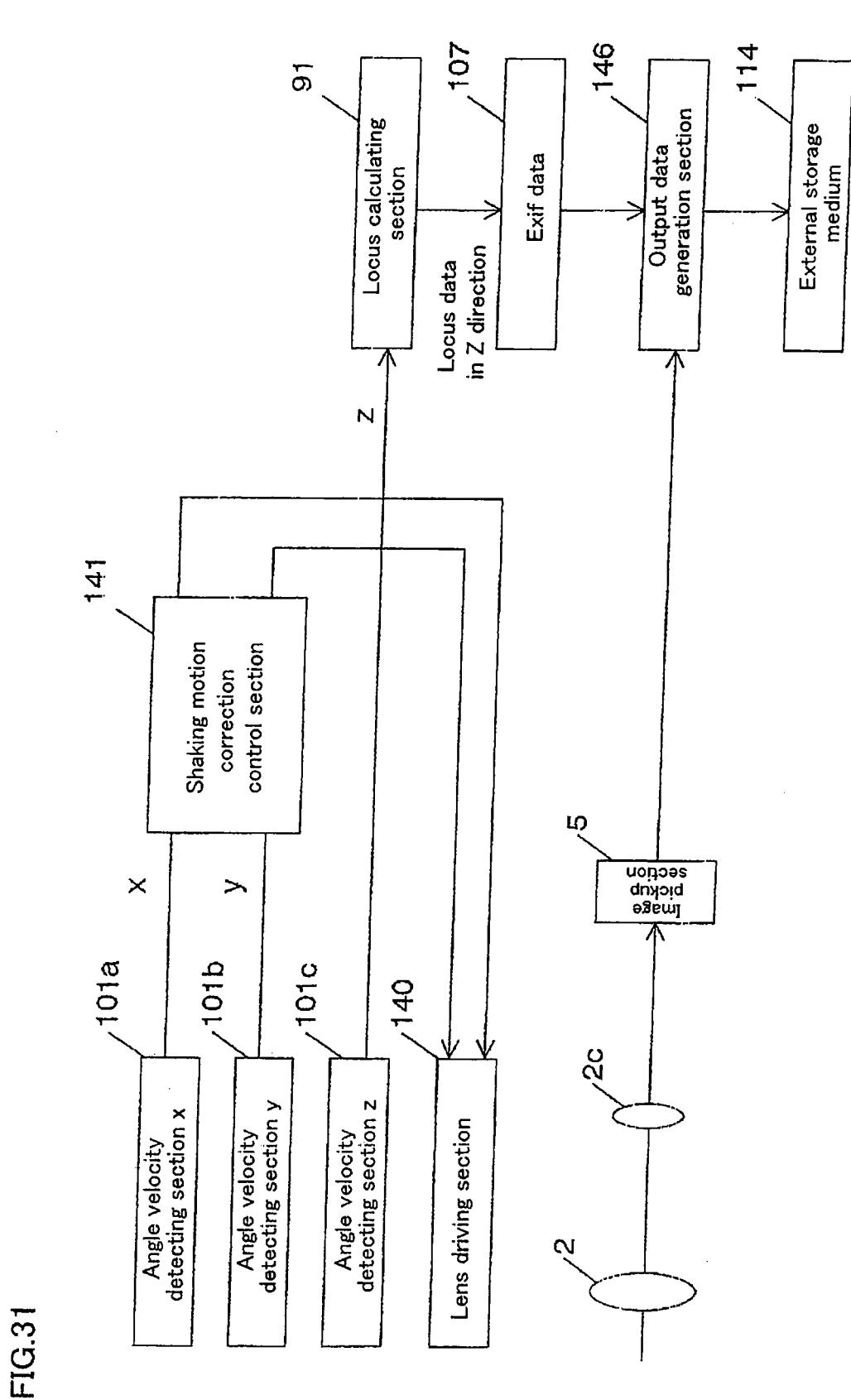


FIG.32

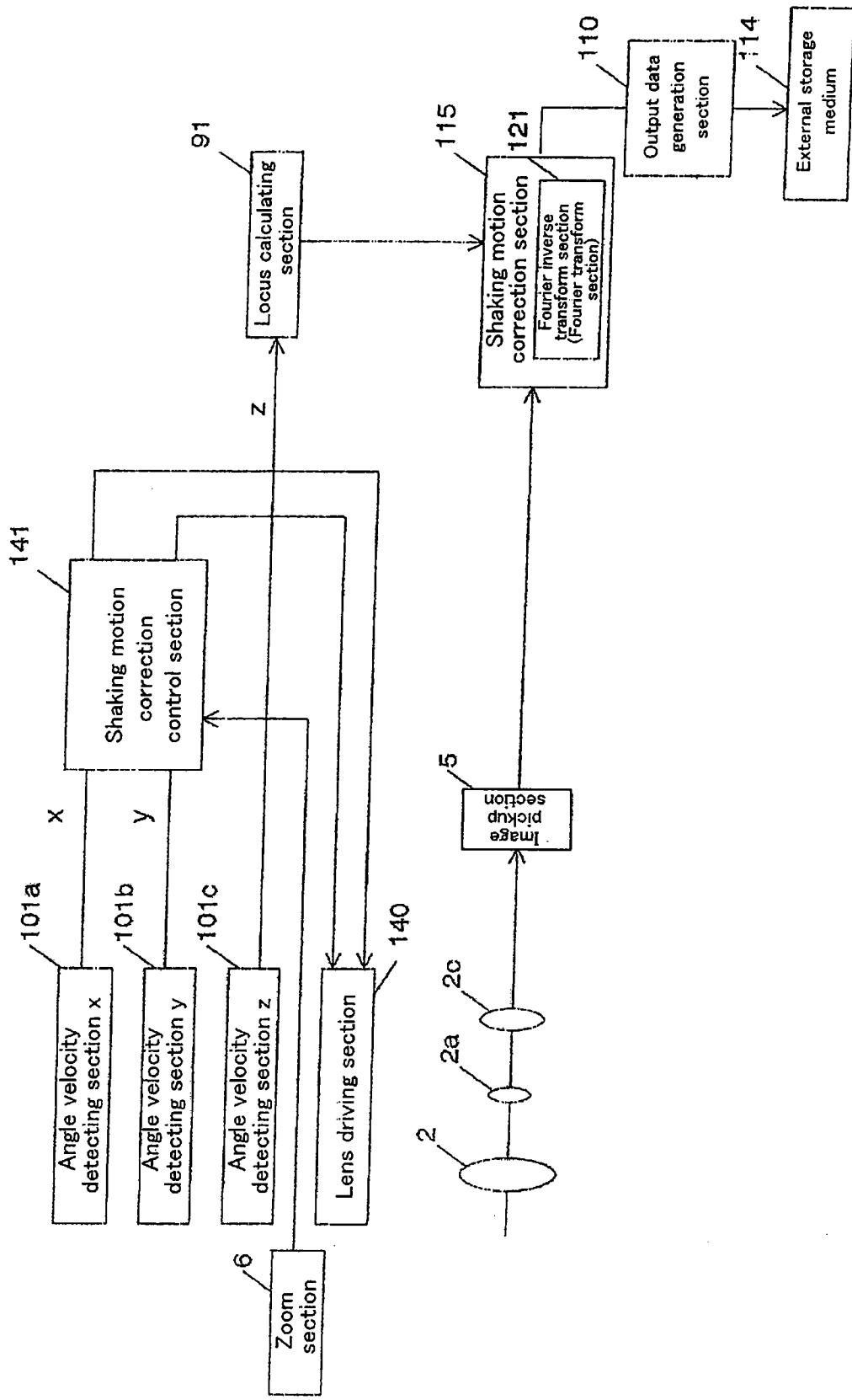


FIG.33

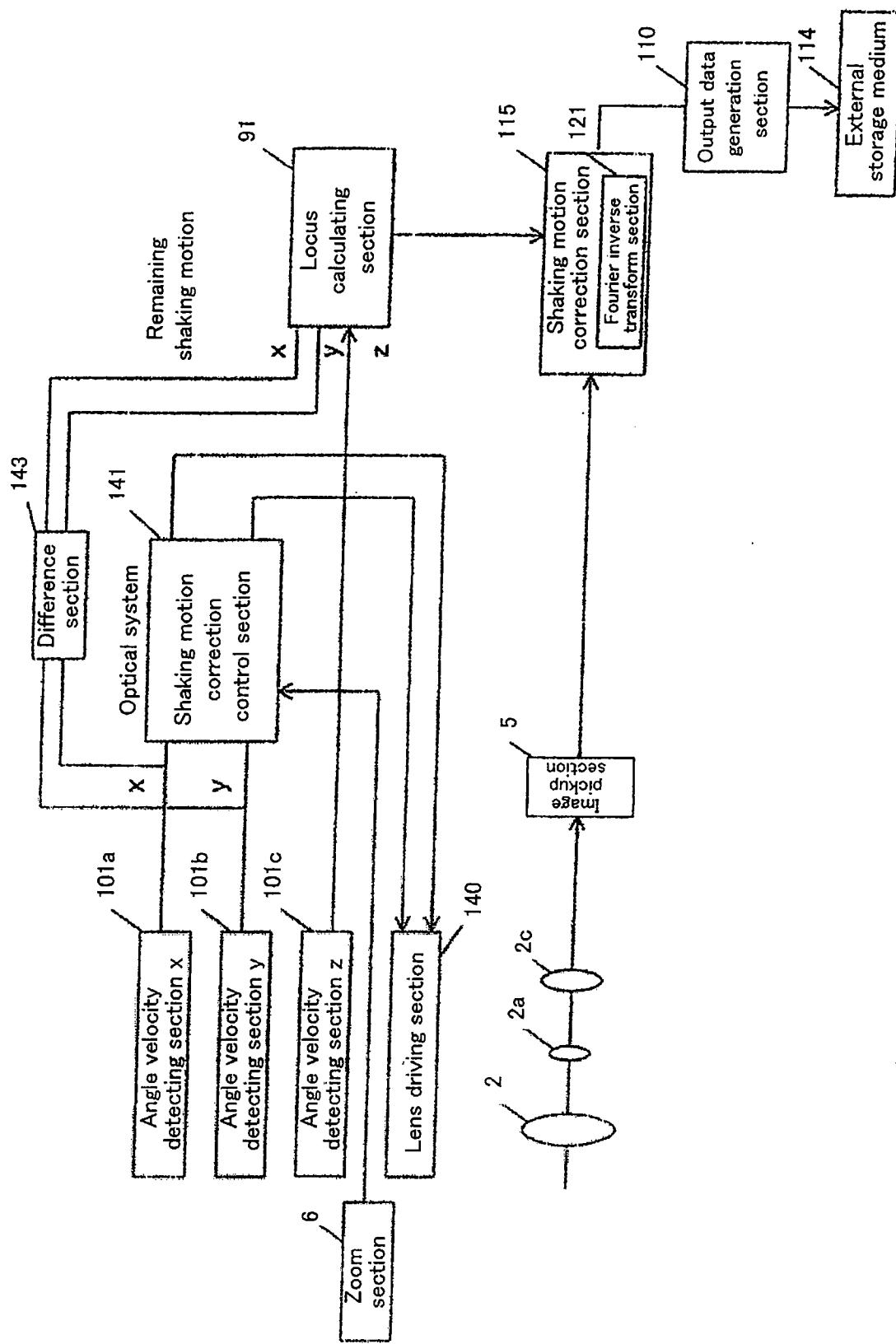
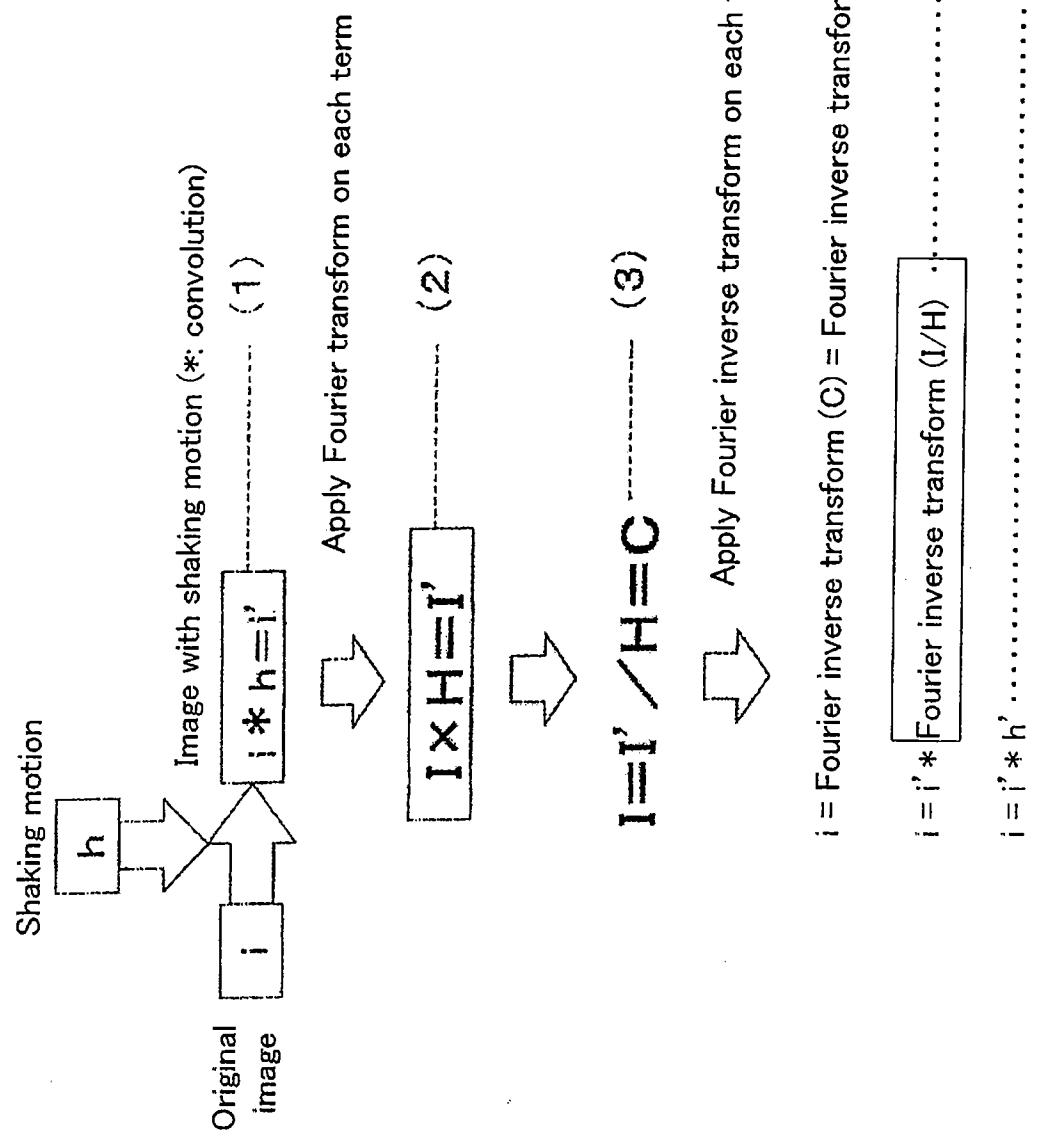


FIG.34



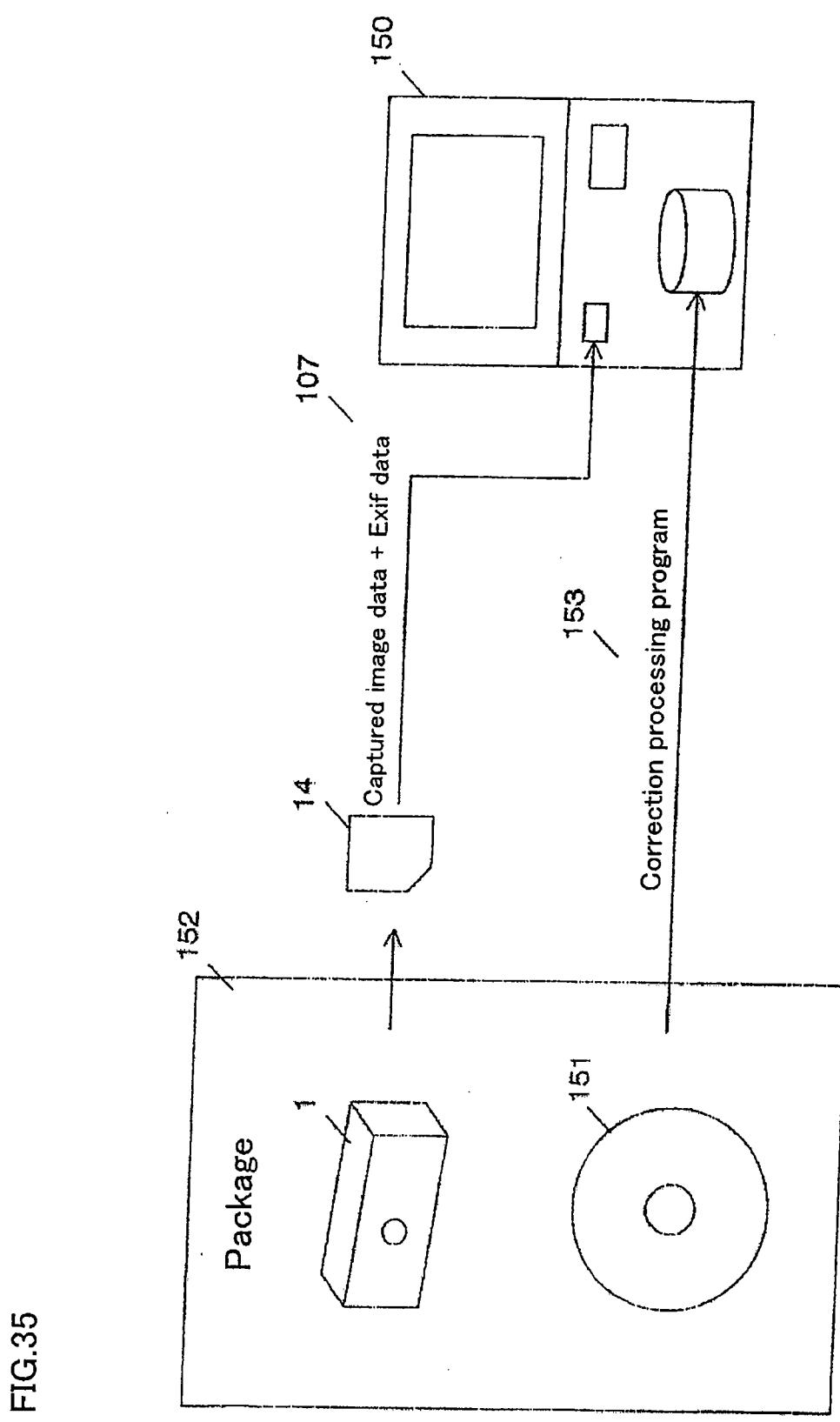


FIG.35

FIG.36

